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THE No1 AMIGA MAG

CU AMIGA-64



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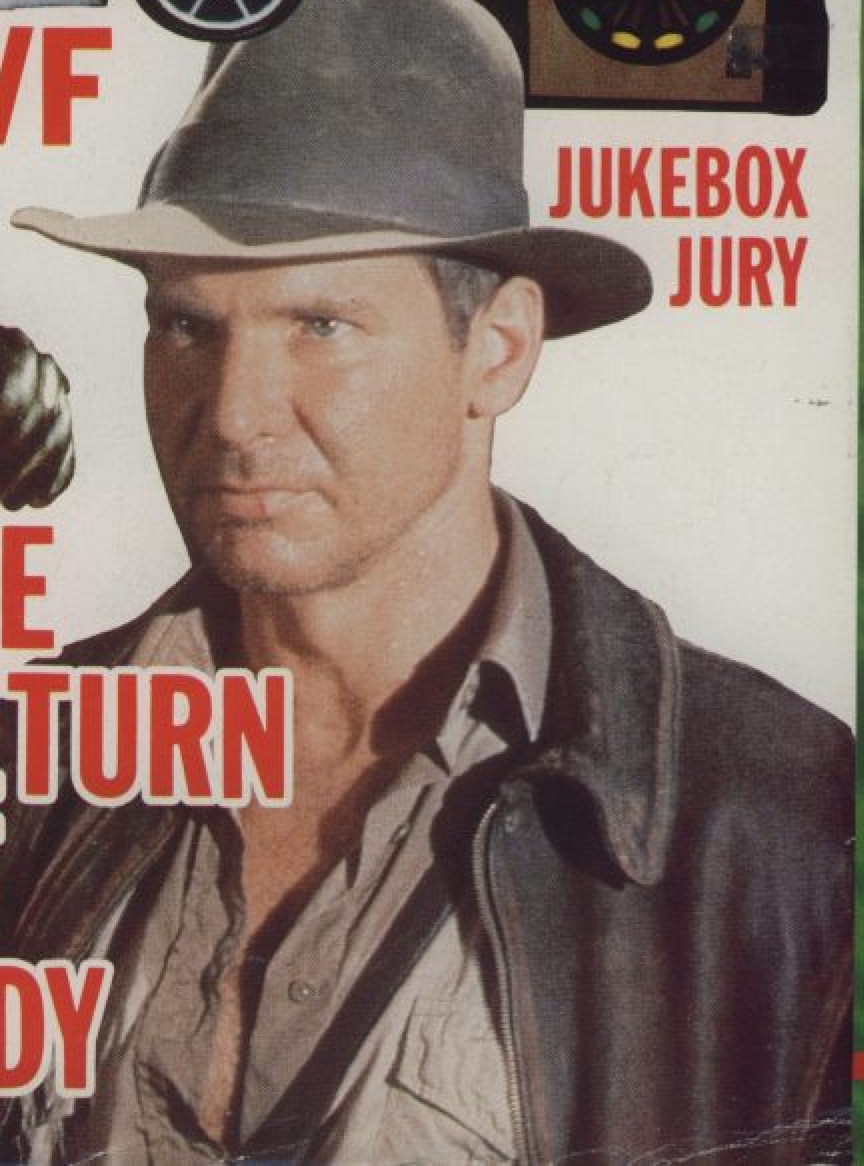


RVF

JUKEBOX JURY

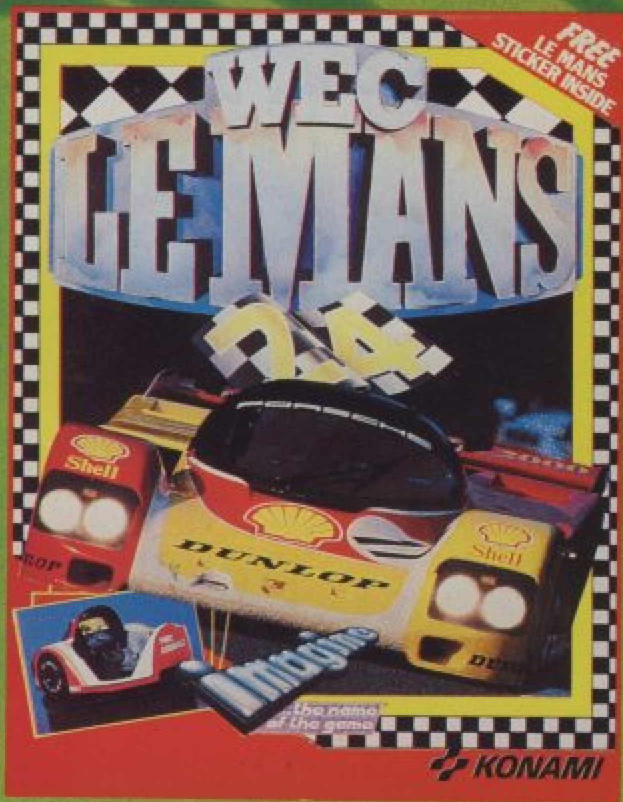


ROBOCOP- ONE MEAN MOTHERCRUSHER



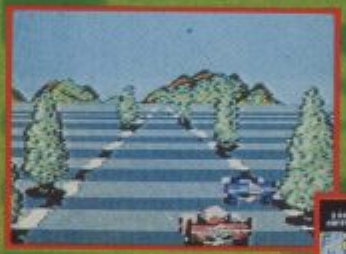
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ROBO
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superb game in
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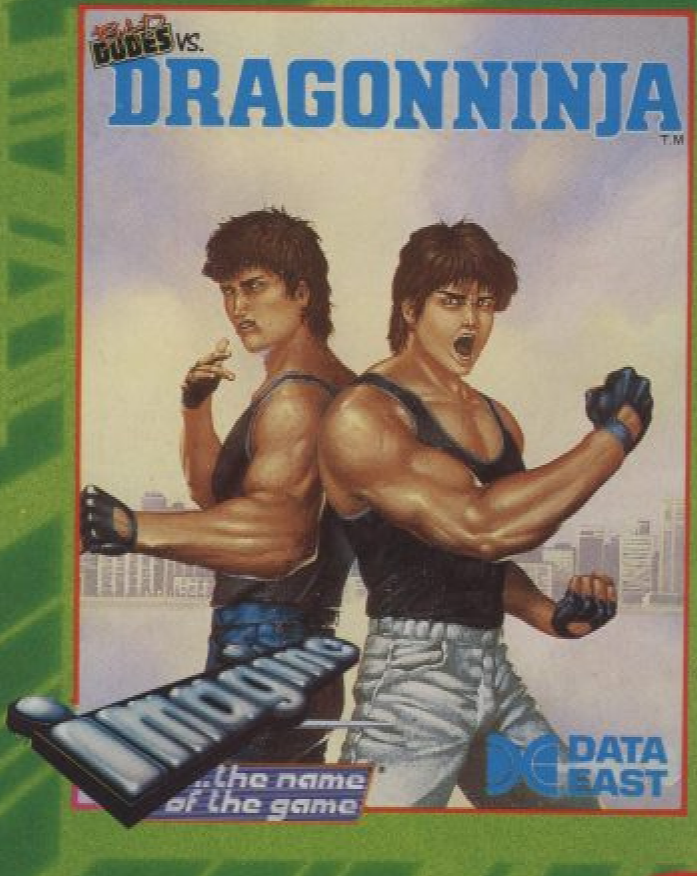






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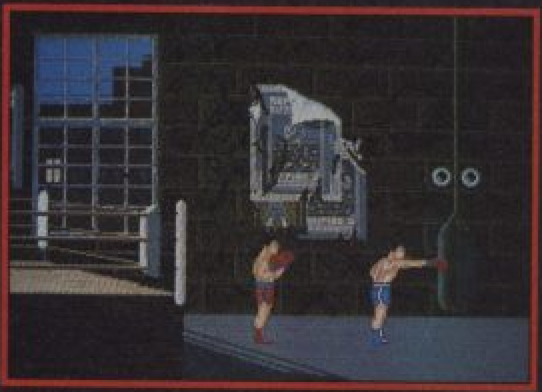
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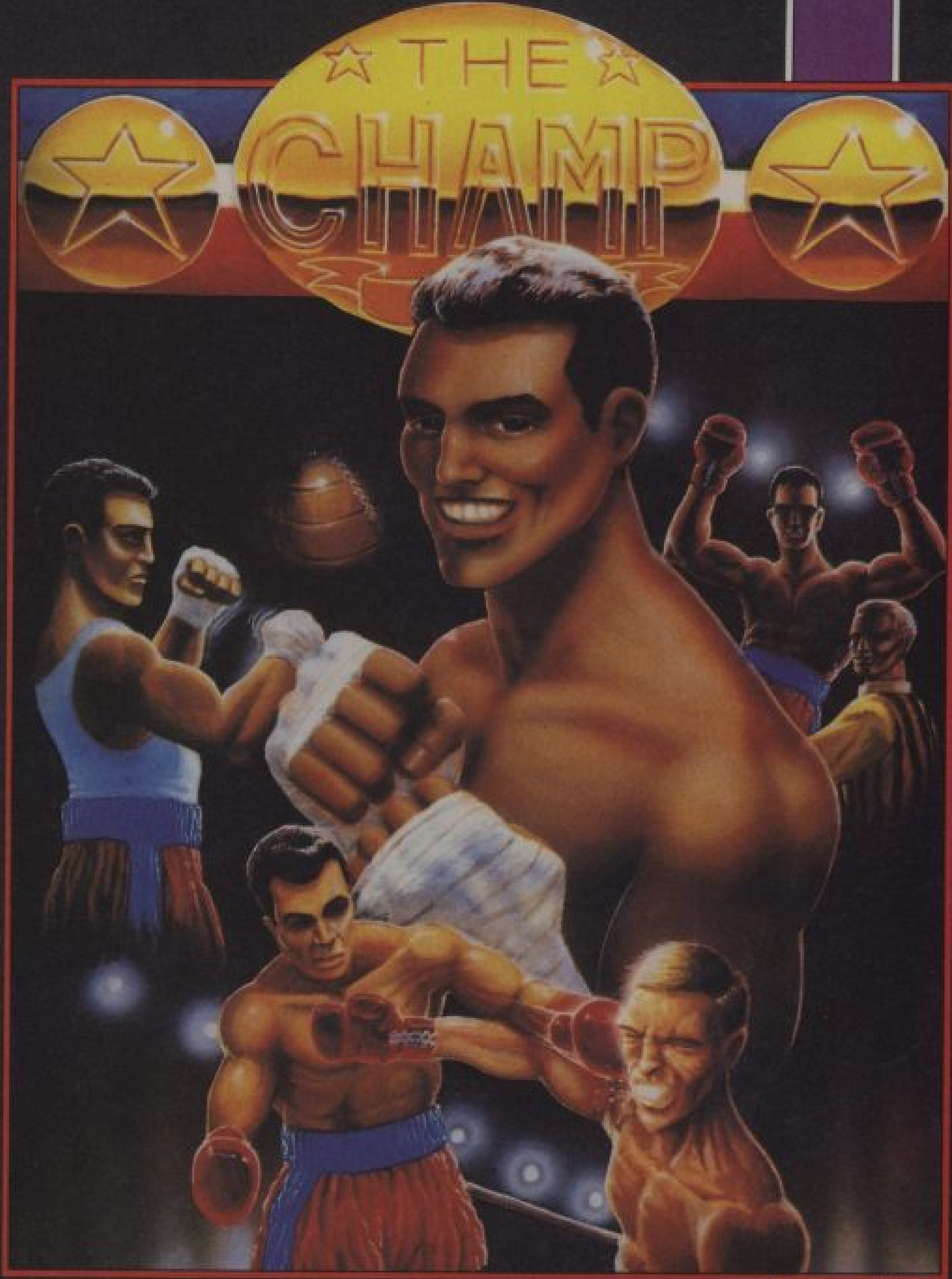


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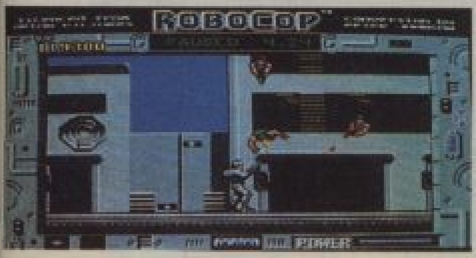
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SPECIALS



Robocop



REGULARS



Willow-arcades

CU AUGUST

CONTENTS



Monaco GP — arcades



F-16



Licence To Kill

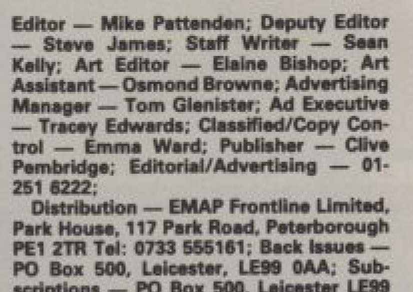


Barbarian II

REVIEWS



Falcon-Mission Disk



RVF

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BUZZ

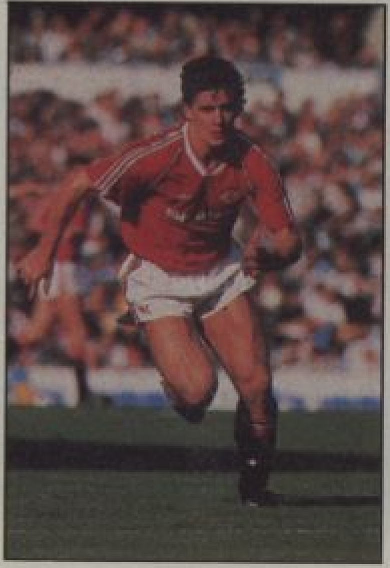
RETURN OF THE ROGUE



The second game based on the Rogue Trooper character from 2000AD will be released from Krysalis games early next year, and Tony Kavanagh, of Krysalis, didn't even know it was being made into a film until he read it in the last issue of CU. Scoop or what? The game is being storyboarded by Julian Gollop, of Laser Squad fame, and will be played on several levels. There will be strong role playing elements, and arcade style action sequences for Rogues encounters. The battle for Nu-Earth will also be a major part, with Rogue Trooper and his Biochip buddies wondering through Nu-Earth Lords of Midnight style, the war being controlled by artificial intelligence. There is also the possibility of controlling other characters in the Nu-Earth battle, although this option will depend on memory availability.

4 WHEEL DRIVE

Anco will be releasing a Rally Cross game in September on both formats. Taking a 'Supersprint' type screen, it will include all the elements of rally cross racing, including banks, concrete blocks, and mud. Six different tracks are included, with four cars racing simultaneously, two of which can be player controlled. The other cars will also be 'intelligently' controlled, actually taking account of your actions and position, rather than just blocking your progress as it progresses on it's merry way.





CAN MAN UTD WI

Krisalis are producing a football game based around Manchester United, which will be a full blown management simulation and arcade style football game. Both the management and arcade sections can be run together, each influencing performance in the other, or for those who think with their trigger finger, most of the management section can be left out. The game is being storyboarded by a computer





CLOUGHIE IN EUROPE

CDS are to release their second game in conjunction with Mr Timid himself, Brian Clough. Brian Clough's European Superleague will be a role playing management simulation game, which will be available on both the Amiga and the 64, hopefully around Autumn time. Mal Thomas of CDS told us that it will be a football game in the 'cinemaware' tradition, and will be much more strategic than the more traditional 'kick and run' type of game. It will, for example, have options along the lines of calling a board meeting, and attempting to persuade the board to either buy or sell a particular player. What the Buzzboys want to know, however, is if there is an option to slap any pitch invaders about?



IN TITLE?

mad referee no less, and the objective will be to win everything in sight — League Championship, FA Cup, League Cup, Sherpa Van Trophy, the lot. If this is to be an accurate Man. Utd sim, of course, this is going to be practically impossible. Due out on both formats around Christmas.

PROMISED LANDS



Those nice people at Electronic Art obviously knowing a good thing when they see one, have brought out a data disk for *Populous*, containing five whole new worlds to impose your will on. The worlds are: Revolution Francaise, with cafés, guillotines and windmills(!), Silly Land, Blockland, where everything is made out of blocks, The Wild West, which looks like a Sergio Leone movie, and finally Samurai Land, where the ninjas and peasants fight it out for overall supremacy. All five have completely new graphics, look jolly pretty, and will require new strategies for the would-be tyrant.

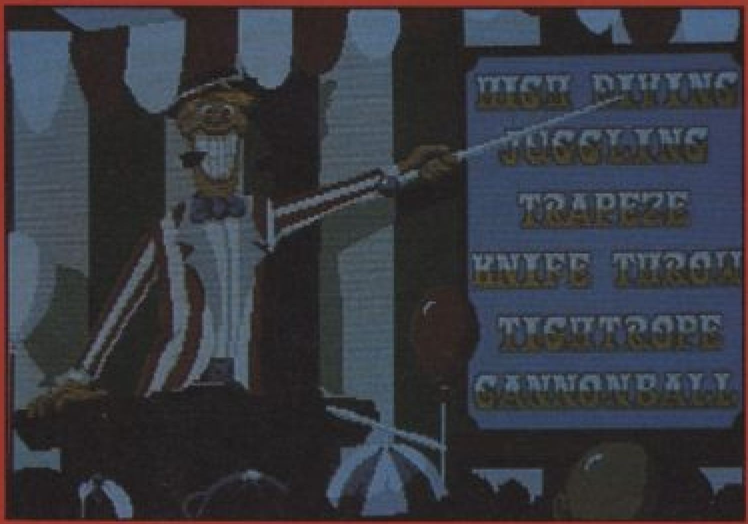
GEMINI WING

It's Earth v Aliens time again, this time the conflict is inspired by the SoonDay Spirit newspaper headline 'DIE MUTANT ALIEN SCUM'. They could handle the 'ALIEN TURNED ME INTO A LENTIL' stuff, but this went too far, and tons of aliens are heading this way to kill us.

Fortunately, whilst the aliens were busy turning humans into wholefoods, they failed to notice that Earth had developed the 'Gemini Wing', a totally awesome fighting craft, with which we are going to defeat the aliens. Well aren't we? Virgin's scrolling shoot em up should be available on both formats in August.



FIENDISH FREDDY'S BIG TOP O'FUN



Rrrroll up! Rrrroll up! Take the opportunity to participate in six death defying circus events. Amongst these, ladeez han gunnermen, you will find knife throwing (oooh), trapeze walking (oooh), high diving (ooooh), and the human cannon ball (Oooooh). This may sound straightforward, but not when you add Fiendish Freddie, the evil circus saboteur sent in by unscrupulous scoundrels, who will attempt to bring about your demise at every available opportunity. *Big Top o' Fun* will be coming to a town near you in August, courtesy of Mindscape.

LEONARDO

Starbyte, throwing social responsibility to the wind, brings computer gamers the chance to steal everything you can get your hands on. You must help Leonardo to avoid the alarms, guards and ghosts as he goes on a mission to tealeaf through fifty banks, museums and warehouses. The Sunday Times features games like this under headlines like 'Children taught to steal by computer outrage' when they run out of proper news. Out now, on both formats.



BUZZ



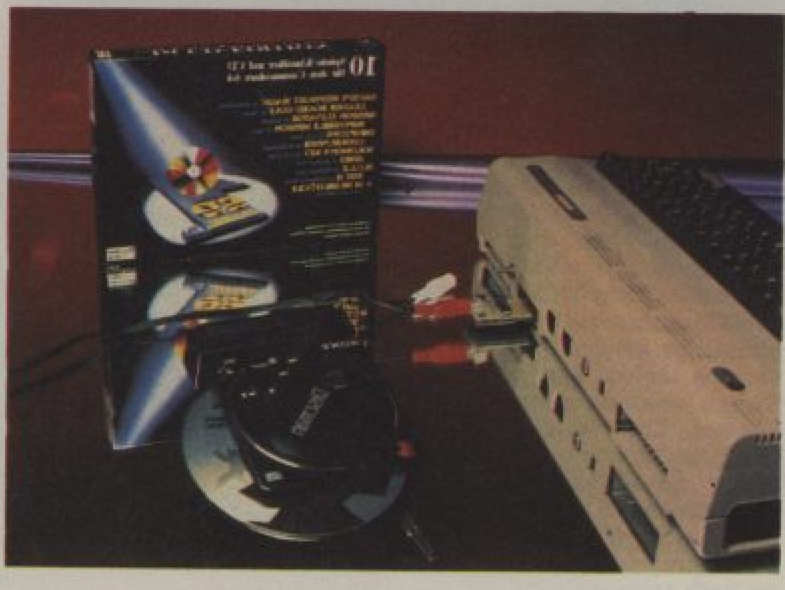
EDGE'S PUNISHING SCHEDULE

The Edge have pulled off a major coup with the licensing of the unsigned Punisher film licence, based on the Marvel Comics character.

The film, previewed in last month's CU, stars Dolph Lundgren, and both game and film will be released simultaneously in November. In addition, The Edge has, it seems, signed up practically every Marvel Comics character and comic, and following The Punisher, the next game to be released will be *X-Men* just before Christmas.

Details about both games are sketchy at the moment, but The Edge has identified them as its major Christmas releases, and state confidently that X-Men fans will be 'ecstatic' with the conversion. As well as the Marvel games, the Edge have the second Garfield game, plus Peanuts and Miami Vice lined up for Autumn release.

CD ROM FOR 64



German company Rainbow Arts have introduced a new compilation of games for the 64 available only on CD. They have found a way of storing data in a CD format, and have produced a package containing the CD, and a special adaptor which will connect any CD player to your 64. Each game can be loaded in about thirty seconds, and they are: *Dropzone, Solomon's Key, Impossible Mission, Loderunner, Jinks, M.U.L.E., Fist II, David's Midnight Magic*, and *Mission Elevator*. Funnily enough the press release doesn't mention the price.



CRL GO FOR GOLD

Programmed by Actual Screenshots, International Athletics is to be the next release from CRL. It will have nine different events, broken down into three categories, running, jumping and throwing. It will have two player simultaneous action, commentary from a sports presenter, and a close up 'TV' view of the excitement. Out on both formats before you can say anabolic steroids.

XENOPHOBE

Xenophobe, from Micro Style, is a conversion of the arcade game of the same name, a two player shoot 'em up, in which the objective is to clear each level of Xenos within a set time. It has all the usual things to be found in the hip shoot 'em up of today, and according to the press release, xenophobia is a fear of anything alien. Not according to our OED lads, look it up.





TALESPIN

Talespin, from Microdeal, is a graphic adventure creator for the Amiga. Completely mouse driven, it allows the creation of adventures in a very straightforward manner. IFF, Degas, and Neo files can be imported and used, and it comes with a free sample adventure. It can also be used to create other applications, such as presentations and stories, but beware, it requires one meg. Review next ish.

VERMINATOR

Rainbird go green with their latest release, in which the aim is to rid a huge oak tree of vermin. Right on! Each bug-eyed bug which you destroy will improve your bank balance, and enable you to visit the shop to buy better bug-bashing weapons. Alternatively, try the bank or casino, or even the mob, all of which may improve your bank balance, but some of which may ultimately damage your health if you are a little late with a repayment. Out soon on the Amiga.

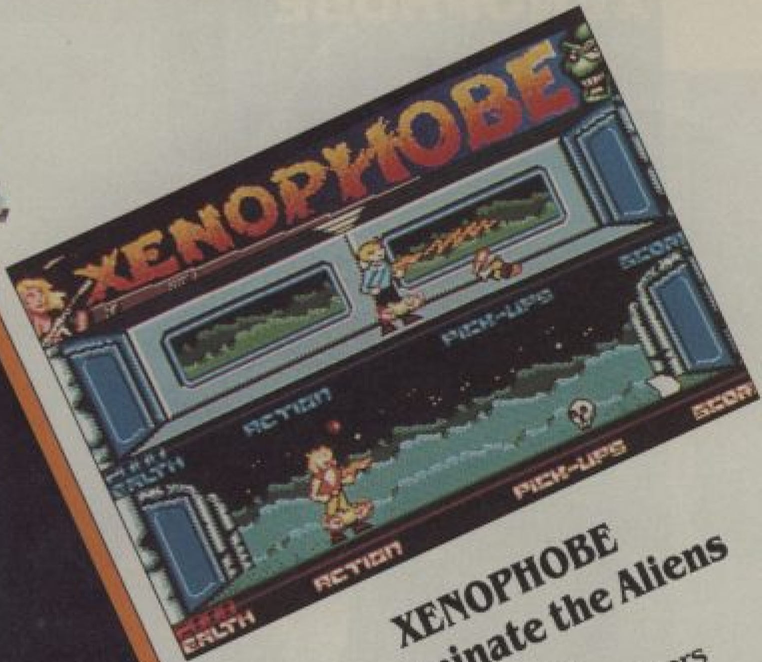




OMNI-PLAY HORSE RACING

The chance to join that dedicated band of enthusiasts which includes the Queen Mum and Arthur Daley will soon be brought to you by Mindscape. This game allows you to examine the horses' form and the going, before placing a bet and, hopefully, amassing a fortune. Later modules will allow you to own and train horses, and race against some of this century's most famous horses. Making an appearance before Shergar does, on both formats.

MicroStyle





XENOPHOBE
Exterminate the Aliens

- Exciting Arcade Action
- Suitable for one or two players
- Excellent scoring system
- Separate joystick controls available
- Stunning sound effects

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BUZZ

LORDS OF DOOM



The four Lords of Doom have prepared themselves to take over the world. Following the 'from small acorns' scheme of things, they have only taken over a small village so far, and it is up to you and three companies to find the four Lords of Doom in the village, and thwart their evil plans. The player can visit all of the houses in the village, and all the rooms in the old mansion overlooking the town. The player will need to use various objects within the game, all of which are picked up by clicking an icon over them. The game can be seen from the first person perspective of any of the four players, and the game will be available from the new Linel label 'Thriller' later this year.

FALLEN ANGEL



He had been jolly good at keeping the subways clear of trouble on his patch, until the death of his brother after a drugs overdose. This led him to pursue the drug dealers, and to discover a network of dealers using four of the world's most famous underground system as a means of distributing their wares. The fallen Angel makes it his duty to take the dealers on, beating anyone who stands in his way, and collecting weapons and information as he progresses towards an encounter with the evil Mr Big. Set in the subways of Paris, London and New York, Screen 7's Fallen Angel has nothing to do with any other people called angels in the subways. No, really, we mean it.

CROSSBOW — THE LEGEND OF WILLIAM TELL



Bill the Bowman's son has been kidnapped by Gessler's Black Knights for refusing to worship Prince Frederick's hat. Not surprisingly, Bill's a bit put out by this, and sets out on a quest to find his son, which takes place in and around the village of Claremont. Tell must use his skill with the crossbow in addition to intelligent strategy if he is to succeed in his mission, brought to you by Screen 7.



OIL IMPERIUM



Get out the old ten gallon hat, wear a hairpiece, and put on your most phoney American accent, 'cos it's time to out-JR JR as you take control of a huge oil corporation in this game for the Amiga and the 64 from Reline. The game's main menu is a desk, from which a number of icons can be accessed, allowing the player to behave like a true capitalist. Buy, sell, connive, lie, cheat and sabotage your competitors, in order to make your huge fortune huger.

KAISER



The latest game from Switzerland's Linel is to be a strategy game, in which the aim is to rise from the humble position of prole with a few fields of corn, to the highest position in the land, Kaiser. This is done by literally building on your success, at first just the odd corn mill, later villages, towns and cities as you increase your wealth and power. Perhaps it should be subtitled *Petit Bourgeoisie. Kaiser* will be a complex strategy game, specifically written for the Amiga.



OOZE

Ooze is the second adventure game by German software house Dragonware, and apparently it went down rather well in its native country. The main character, Ham Burger (!) has inherited a house on the Rue Morgue 666, which is where the adventure takes places. The house has many inhabitants and ghosts, and all will be encountered in the quest to solve the problem of Ooze. *Ooze* is a light-hearted adventure, the packaging contains a solicitors letter and a death certificate, and one of the characters is called Marie En Toilet. Ermmm. . . .

CHARTS

REVIEWERS CHOICE

Mike Pattenden: *Kick Off (Amiga), Falcon Mission (Amiga), RVF (Amiga).*

Sean Kelly: *Kick Off (Amiga), Citadel (64), Datastorm (Amiga).*

Steve James: *Kick Off (Amiga), RVF (Amiga), New Zealand Story (Amiga).*

ADVENTURE CHART

TM	LM		
1	2	COLOUR OF MAGIC	ALTERNATIVE
2	1	TIME AND MAGIC	D'BASE/MANDARIN
3	4	PAINS OF ADRIAN MOLE	MASTERTRONIC
4	3	LORD OF THE RINGS	MELBOURNE HOUSE
5	RE	HEROES OF THE LANCE	US GOLD
6	RE	DEFENDER OF THE CROWN	MIRRORSOFT
7	7	GUILD OF THIEVES	RAINBIRD
8	8	ZORK 1	ACTIVISION
9	9	BARD'S TALE 1	ELECTRONIC ARTS
10	RE	TIMES OF LORE	MICROPROSE

ALL TIME
FAVOURITE JUKEBOX REQUESTS

Evergreens

New York, New York, (Frank Sinatra), Stand by Your Man (Tammy Wynette), Baby Love (The Supremes), Three Times a Lady (The Commodores).

Rock 'n' Roll

C'mon Everybody (Eddie Cocran), Be Bop a Lu La (Gene Vincent).

"Progressive"

Whiter shade of Pale (Procul Harem), Knights in White Satin (The Moody Blues), Hi Ho Silver Lining (Jeff Beck).

Golden Oldies

Hotel California (the Eagles), Money for Nothing (Dire Straits), Year of the Cat (Al Stewart).

Current

Manchild (Nenah Cherry), Mystify (INXS), Sealed with a Kiss (Jason Donovan).

AMIGA CHART

TM	LM		
1	7	POPULOUS	ELECTRONIC ARTS
2	12	LORDS OF THE RISING SUN	MIRRORSOFT
3	NE	FORGOTTEN WORLDS	US GOLD
4	NE	KICK OFF	ANCO
5	NE	SILKWORM	VIRGIN
6	NE	MICROPROSE SOCCER	MICROPROSE
7	3	BLOOD MONEY	PSYGNOSIS
8	20	GUNSHIP	MICROPROSE
9	NE	MILLENNIUM 2.2	ACTIVISION
10	NE	DRAGON NINJA	OCEAN
11	5	FALCON	MIRRORSOFT
12	4	LOMBARD RAC RALLY	DATABASE/MANDARIN
13	RE	OUT RUN	SEGA-US GOLD
14	RE	RUN THE GAUNTLET	OCEAN
15	7	SWORD OF SODAN	GAINSTAR
16	NE	WORLD CLASS LEADERBOARD	ACCESS-US GOLD
17	NE	GRAND MONSTER SLAM	RAINBOW ARTS
18	NE	TEST DRIVE 2	ACCOLADE
19	14	PRECIOUS METAL	OCEAN
20	NE	PERSONAL NIGHTMARE	HORRORSOFT

C64 CHART

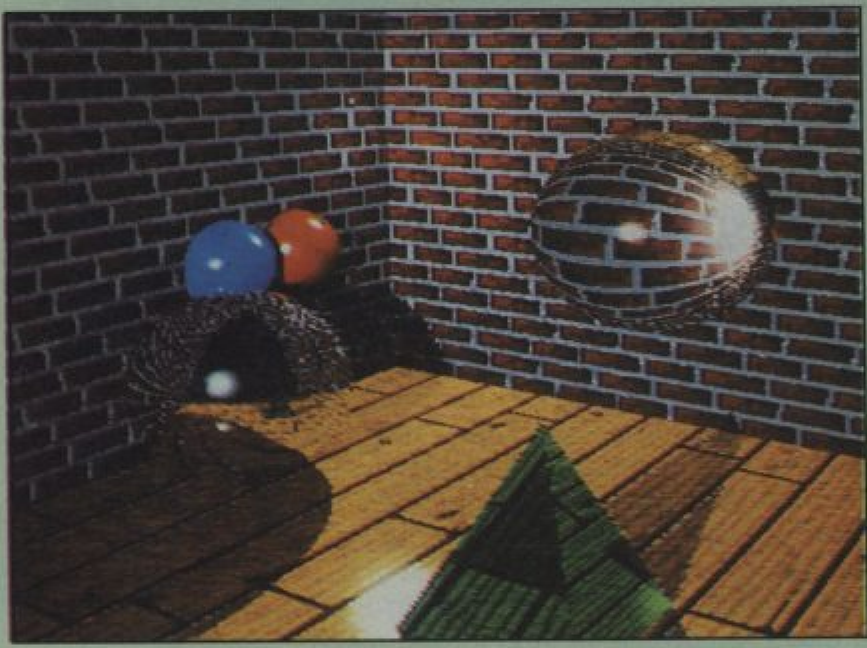
TM	LM		
1	NE	ENDURO RACER	HIT SQUAD
2	1	ROBOCOP	OCEAN
3	NE	POSTMAN PAT	ALTERNATIVE
4	NE	1942	ENCORE
5	11	LEAGUE CHALLENGE	ATLANTIS
6	NE	DALEY THOMPSON'S DECATHLON	HIT SQUAD
7	4	SAS COMBAT	CODE MASTERS
8	5	EMLYN HUGHES' INTERNATIONAL SOCCER	AUDIOGENIC
9	NE	SILKWORM	VIRGIN
10	NE	ARMY MOVES	ALTERNATIVE
11	NE	GAUNTLET 2	KIXX
12	14	ROAD RUNNER	KIXX
13	NE	ARCADE FLIGHT SIMULATOR	CODE MASTERS
14	19	FOOTBALL MANAGER 2	ADDICTIVE
15	NE	RAMBO	HIT SQUAD
16	9	SHANGHAI WARRIORS	PLAYERS
17	16	RUN THE GAUNTLET	OCEAN
18	NE	OPERATION WOLF	OCEAN
19	8	SUPER CYCLE	KIXX
20	12	SPEED BALL	MIRRORSOFT


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DEMOS

Thanks are due this month to Seventeen Bit who are responsible for most of this issue's demos. Thanks to all those who sent in submissions, particularly Ireland's Exocet who sent two — that they didn't get printed is no reflection on the quality but more on their visual impact. Anyone wishing to let others see their genius should send their demos to CU Demos, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

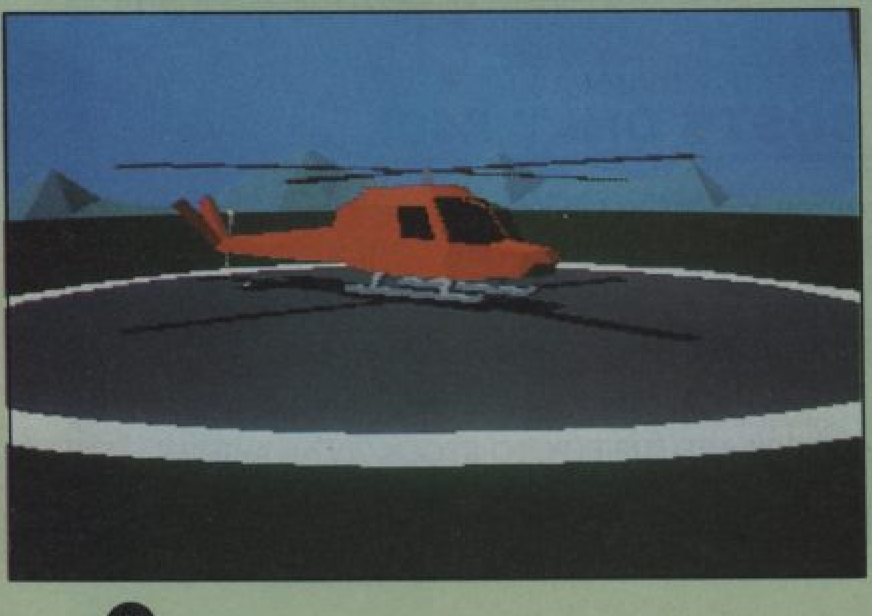
RAY TRACES: are common enough, but these were done by Andy Purser using a program he constructed himself. The chances are it may well appear commercially too.



WORLD SHUT YOUR MOUTH: a three part demo sent direct to CU by Bjorn of the Swedish group Xakk features a parallax scrolling planet (pictured) and a couple of impressive scrollies on a neat graphic that allow you to set the parameters.



HUEY: what kind of month would it be if we didn't feature one of Tobias Richter's superb animations? This one features some of the Bond theme and the helicopter starting to take off.



WATERSHIP DOWN: bright eyes? You don't need them if you've a digitiser. Anyone got a shotgun handy?





SAMPLEMIX2: the second cut up sound disk from Cool G. A nice still (which would have looked even better animated) and an excellent mix featuring among many other cuts, Vincent Price's laugh from Thriller.



PAINTINGS; is how Dutchman Henk Van Der Graaf prefers his work to be described. His 16 colour high res pictures are certainly good enough for him to already have found work in Australia where he now lives.

DEMOS



ROBO

Since its release just before Christmas time, *Robocop* has cleaned up, becoming the biggest selling computer game on all formats ever. The one version that remained unreleased until now was the Amiga, but that looks set to boost sales still further.



End of level two — a fan full of perps.

Ocean
Price: £24.99

The success of the licence clearly has as much to do with the cult status of the film as the quality of the conversions. Robomania looks set to last a long time with a sequel (scripted by Frank Miller) already in the pipeline. It may not be Batman, but it's probably the next best thing.

As a game *Robocop* provides little more than the standard horizontal beat 'em up that can be found in any number of titles. What turns it into an impressive piece of software is its depth and execution.

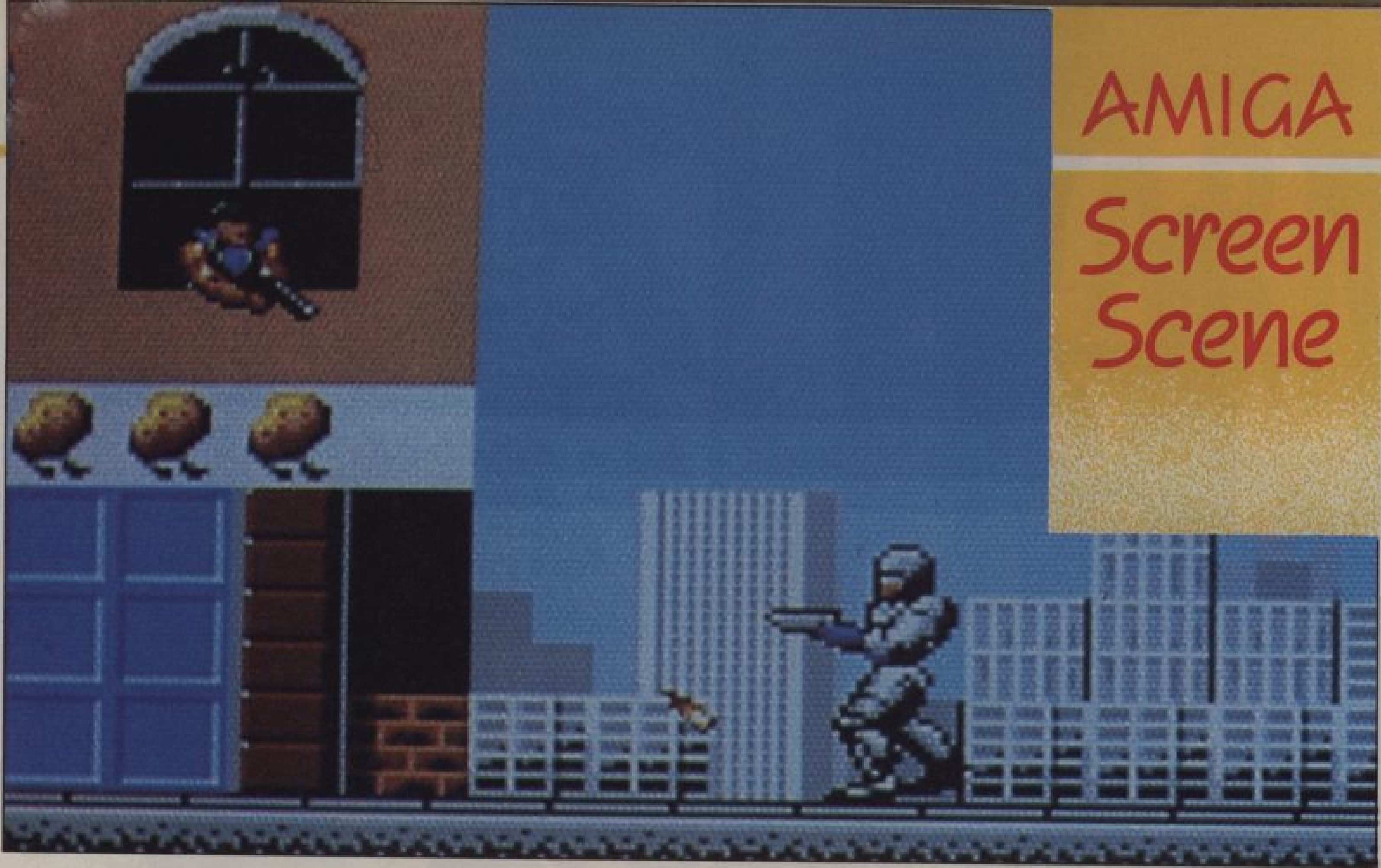
The game consists of around a dozen sequences broken up into levels. A scrolling section is followed by an interlude which breaks up the play and gives the impression of some diversity. Thus between making his way from riot torn streets, through junk yards and drug factories, Robo has to practice his shooting skills at the range before using them on a perp holding a hostage, or identifying a suspect.

The action is busy and challenging. As you make your way through the levels Robo can grab extra ammunition and weapons by breaking open packing cases. Probably the most crucial, are the tins of baby food. Robo's penchant for these, assuming they're not full of glass, will replenish his energy. Even with these though, the game still remains very tough.

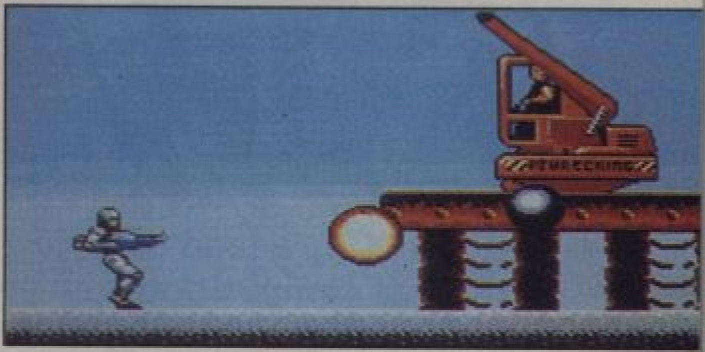
There are enhancements over the ST version, most obviously to the sound with several samples from the film. As the game loads

Anyone know this man?





OCOP



Robocop can be heard reciting his code "to serve the community, protect the innocent and uphold the law", elsewhere there's the odd "thank you for your co-operation", although this and some of the spot effects could be beefier. The tune too could have been better. It still remains too much a port over to justify the extra five pound price tag.

Graphically the game disappoints on one major point. The promise of a full-screen layout hasn't materialised and there's still that annoying border cramping the look. Otherwise the graphics look adequate without ever being impressive — car wrecks in the junk yards look like the blocks they are rather than the irregular shapes they should be. More attention to detail would have been nice.





Robocop will succeed, as it has done on every other format. Compared to these its quality is more than good enough, but I can't help voicing some of the disappointment that others will feel when they see this. It could have been superb.

Mike Pattenden

Take care you only hit the suspect.

SOUND	**80%**
GRAPHICS	**78%**
PLAYABILITY	**85%**
LASTABILITY	**85%**

81%

CU Compo

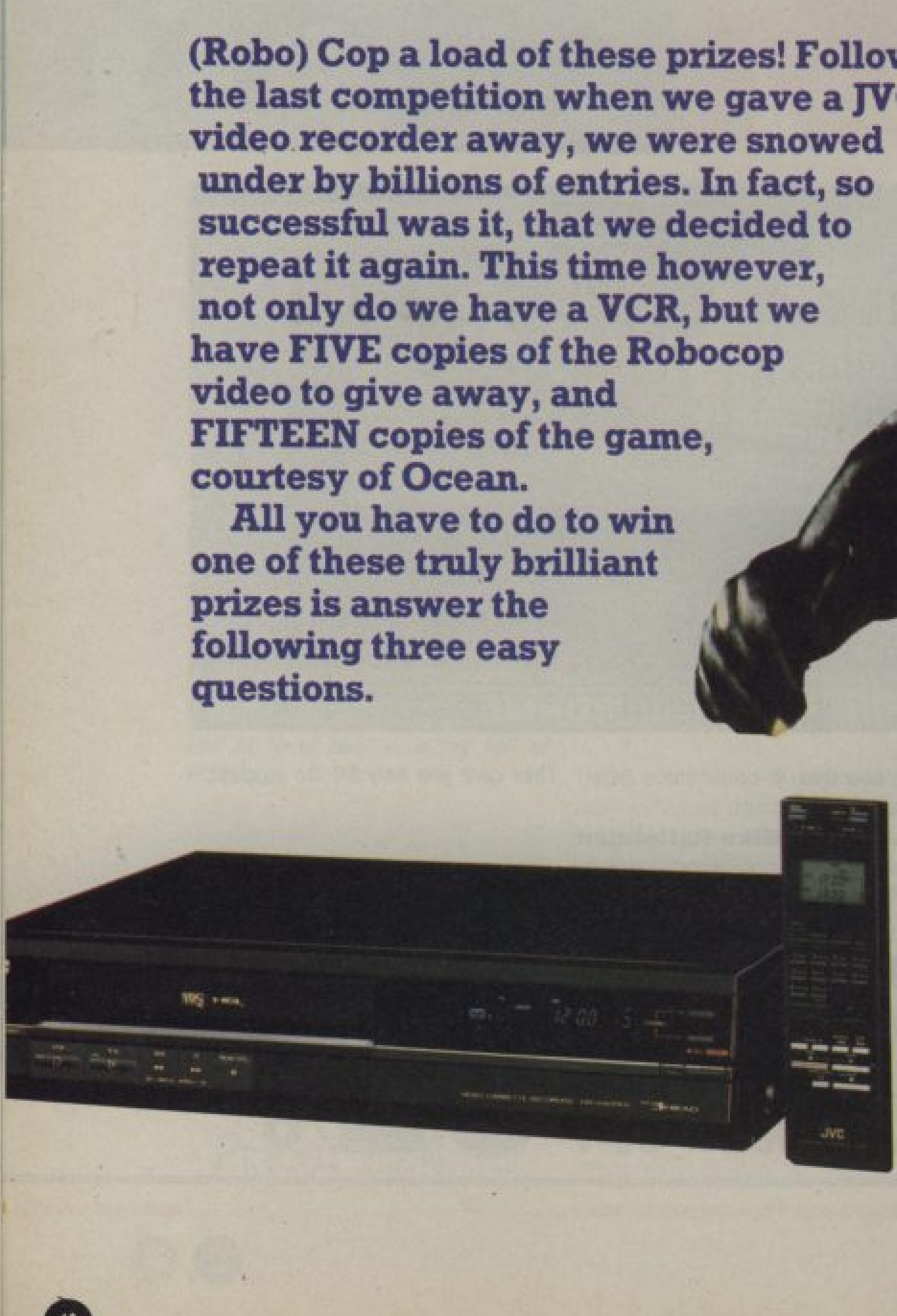
1. Name the half-man half-robot who was the central character in the TV series "The Six Million Dollar Man".
2. Who was the famous half-man half-horse from Greek mythology?
3. Which of the following bands recorded the Trumpton Town Riots E.P.?
a. Half-Man Half-Lentil
b. Half-Man Half-Biscuit
c. Half-Man Half-Anchovy?
Send your entries to the usual address, to arrive no later than August 23rd. And you wouldn't forget to put your name, address and what format you would like the Robocop *game on, would you? Of course not, didn't think so.*

COP THIS!



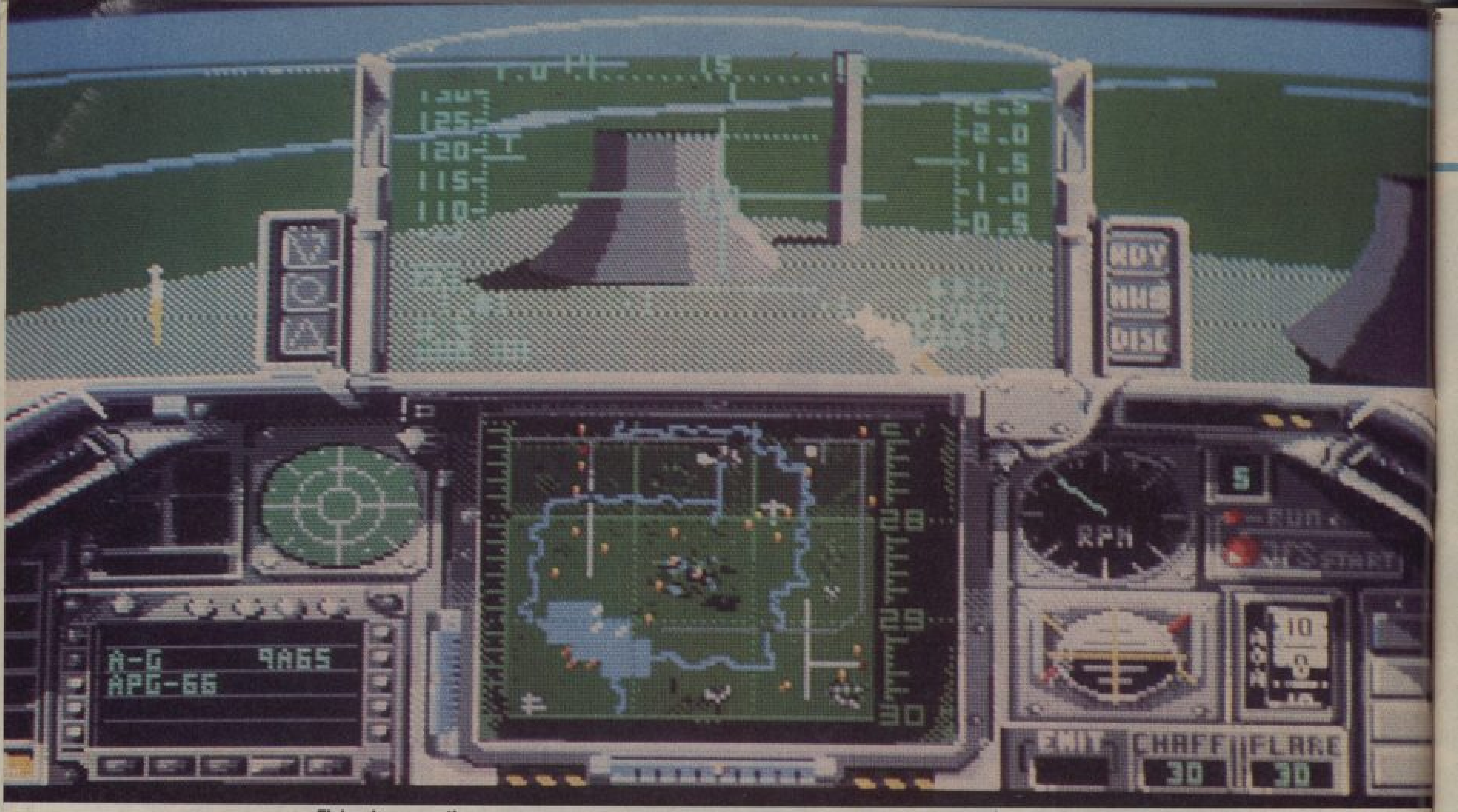
(Robo) Cop a load of these prizes! Following the last competition when we gave a JVC video recorder away, we were snowed under by billions of entries. In fact, so successful was it, that we decided to repeat it again. This time however, not only do we have a VCR, but we have FIVE copies of the Robocop video to give away, and FIFTEEN copies of the game, courtesy of Ocean.

All you have to do to win one of these truly brilliant prizes is answer the following three easy questions.





CAPTAIN LIGHT
V
DARK DESTROYER
DARK DESTROYER, THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....
ED'S GAMES
Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!
HOLD IT RIGHT THERE SCREWBALL!
CAPTAIN LIGHT YOU BRAINLESS WIMP!
SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...
THE PERSONAL COMPUTER SHOW
30 SEPT-1 OCT 1989
EARLS COURT LONDON
PRESENTED BY PERSONAL COMPUTER WORLD
Post To: The Personal Computer Show, Ticket Office, 11 Manchester Square, London W1M 5AB. Tel: 01-486 0067
Please send me my ticket(s) to the Personal Computer Show
No of Tickets ______
Name ______
Address ______
I ENCLOSE A CHEQUE/POSTAL ORDER FOR ______ (£3.50 per ticket)
Under 18's will not be admitted on the 27th, 28th and 29th September as these days are exclusively for Trade and Business visitors. Under 18's will not be allowed in the business hall.
COM 8
SWITCHED ON FOR LEISURE
The Personal Computer Show is presented by Personal Computer World Magazine a V.N.U. publication.
Organisers: Montbuild Ltd., 11 Manchester Square, London W1M 5AB.

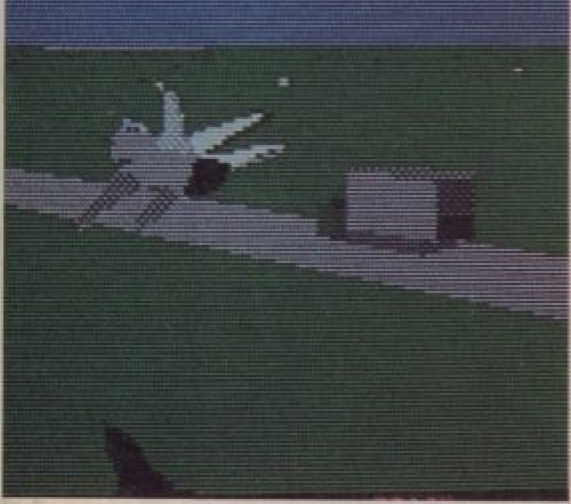


Flying low over the enemy power plant.

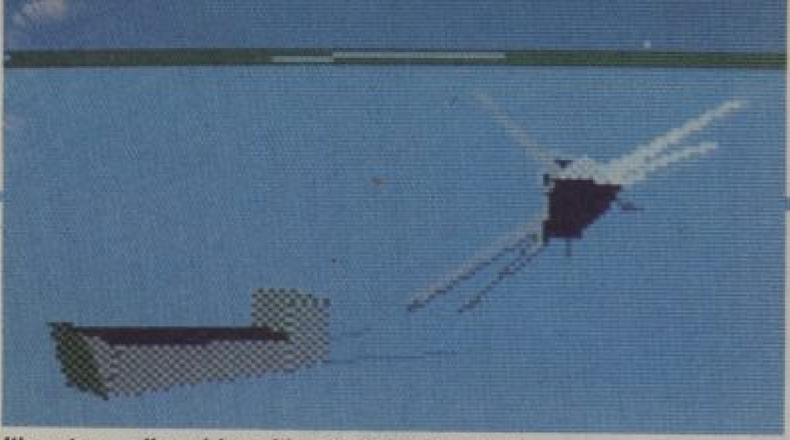
FALCON M


Don't shoot! It's one of yours!

COMMODORE USER SUPERSTAR


Woo woo! It's the Starlight Express.

Mirrorsoft
Price: £19.99



It's not a cardboard box, it's a tank landing craft.



". . . and on your left, ladies and gentlemen . . ."

SSION DISK I

Usually, an add-on disk, such as the Sublogic Scenery Disks, aren't really worth reviewing, but when an entire expansion system appears that almost creates a new game it's worth a little coverage. *Falcon Mission Disk: Volume 1* is such a disk.

First of all I'd better explain what a mission disk actually is. Rather than simply creating scenery to fly around, à la Sublogic, *Falcon* is like being posted to active service after training. It doesn't just create a new environment, there is a whole battle against a new enemy that puts you up against new and advanced hardware.

The flight sim aspect of *Falcon* has remained almost unchanged. The only things that have been altered are the one or two small in-flight 'bugs' that remained in the finished version of the game, which makes it much easier to land the craft now.

The stark desert landscape of the original has now been replaced with a luscious green terrain, full of trees and bushes. The regular pyramids of the original have been replaced by irregular mountains. There is far more to explore with extra ground features, like fields and buildings, and even a large lake, that does serve a purpose.

Which brings me, rather nicely, to the other more significant difference. Rather than being just a series of disconnected missions to be taken in any order as many times as you like, *FMD1* contains a full scale offensive against your base. The first line of attack is the tanks trying to overrun your base. These are deposited just a mile or two north of your airfield by landing craft that move across the lake. Behind that you have trucks carrying supplies, trains also carrying supplies, supported by MiG-29s (rather than the 25s in the original) and finally the three strongholds, the tank factory, the munitions arsenal and the power station.

Glancing through the list of missions, you quickly notice that they follow a logical sequence of attack against the enemy, and should all the missions be completed sequentially, then the war is won.

Unlike the original *Falcon*, mission results do have an effect on other missions. Things stay 'dead' for a certain number of missions. Knock out a bridge to stop the trucks from reaching their destination, and the bridge stays knocked out for the next three missions you play, for example, which helps to lighten the load.

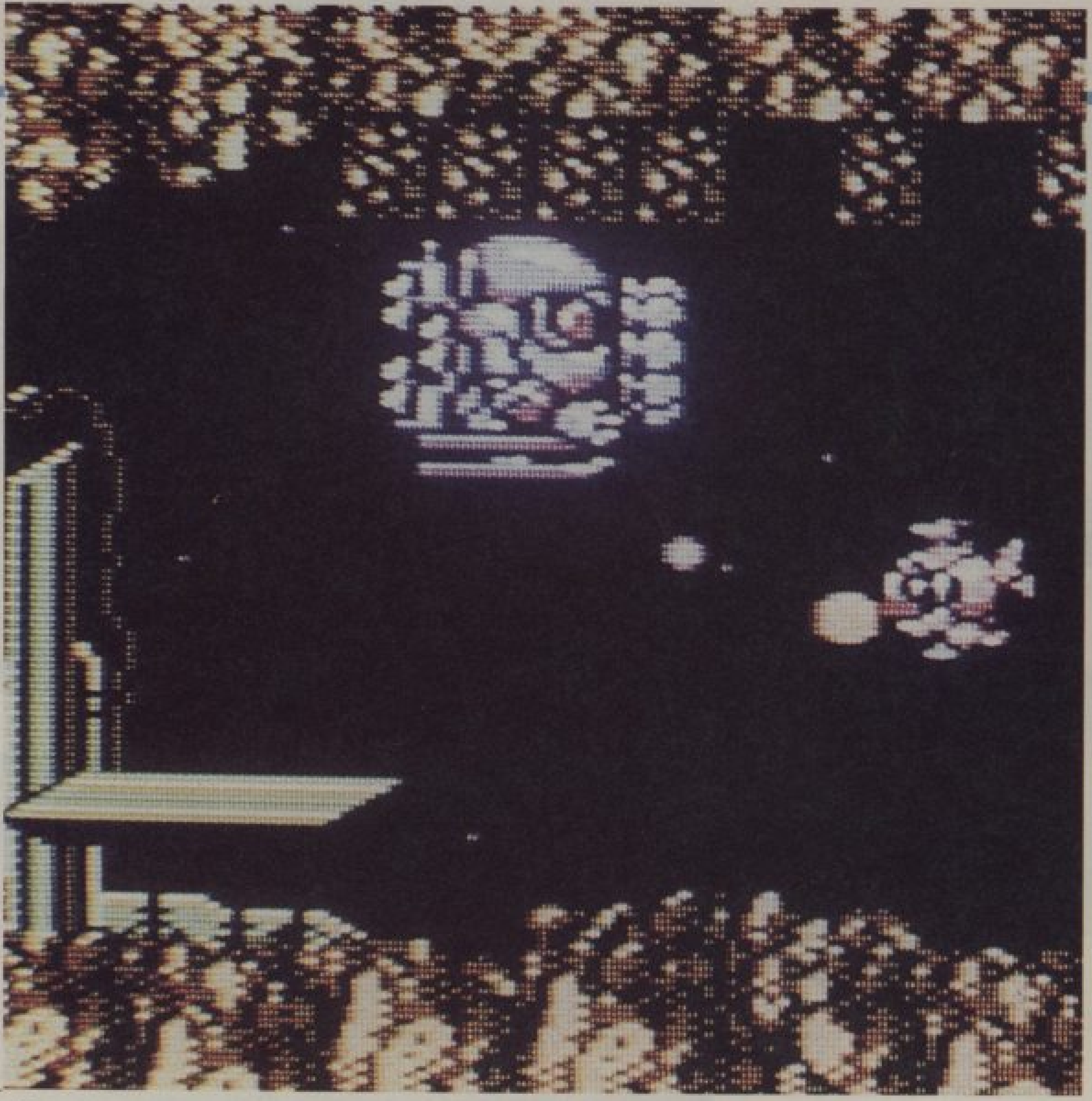
Falcon mission is big, it's involving, and it manages to take the capabilities of an excellent product and use them to much better effect than the original ever did. If you have *Falcon*, this is a must, if you don't, why? **Tony Dillon**

GRAPHICS	**97%**
SOUND	**93%**
PLAYABILITY	**94%**
LASTABILITY	**97%**

98%



LOOK OUT FOR THE VID
RELEASE ON 21st JULY '8
RED
HEAT
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld – street fights, the 'Cleanheads'
gang, gun fire and a breath taking bus chase. The hottes film tie-in to date – it's all actio with stunning graphics – fee the heat – RED HEAT.
SPECTRUM £8.9
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AMIGA £24.9
MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP.
THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD...MAKING THEM PARTNERS.
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Manchester · M2 5NS
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Telex: 669977 OCEANS G
Fax: 061 834 0650



Rotary carnage.



Bipedal whirly wigs.

Mr HELI

Occasionally — about five times a month — a game appears with a scenario which has more holes than a Tetley's tea bag. *Mr Heli* maintains this tradition: An evil scientist names simply 'The Muddy' and his minions are destroying all life on a verdant little planet, and it is your duty as number one Cosmic Heli Patrol pilot to unmask the Muddy and restore the ecological balance.

One of the major ways of restoring the ecological balance is to blast your way through huge chunks of rock and earth by bomb, bullet and missile. Methinks Greenpeace might not approve.

As a Cosmic Heli Patrol pilot, you fly a Cosmic Heli Patrol helicopter, which resembles a cute helicopter with feet. Muddy's minions also resemble helicopters, although in a variety of sizes and guises. The smaller ones are fairly easy to dispatch, whilst the larger ones will require a number of bullets, or a missile. The missile is the quickest way to get rid of them, but involves getting underneath the enemy as initially you can only fire missiles vertically, which is made more difficult by the claustrophobic terrain. The worst enemy helicopters are the large white ones, which upon contact make a significant drain on your energy resources, bringing death ever closer. Add to this the enemy gun installations, and the odds are firmly stacked against you.

Fortunately, the Heli-Gods must've been smiling when they fitted your rotors and cute feet, because you aren't entirely defenceless. As stated, you begin with a vertically firing missile and forward facing gun, but along the way the option to 'power up' your weapons arises. By blasting away chunks of rock, you will reveal crystals of various sizes, which, if collected, will increase the money in your bank account. Shops in the form of wall plaques will also be revealed by blasting, and providing you have enough money in the bank, flying over these will increase your weaponry.

Initially I wasn't too impressed with *Mr Heli*, as I felt that, although it was entertaining enough, the gameplay was very slow and awkward. Over time, however, and once you have the hang of blasting the rocks and collecting crystals, the addictiveness begins to eat away at your trigger finger. The graphics are attractive and colourful, and perfectly suitable for the job. The sound is great, with an attractive helicopter whirring sound, a satisfying explosion whenever you kill an enemy, and a brilliant little tune to boot.

My one gripe is that it is a little slow, both in the rate of scrolling, and the speed of your ship, which, when you can't move out of the way of an enemy who has just materialised simply because you were too close to it, does add to the frustration. Minor grips aside, it is an addictive little shoot 'em up. and another great game from those programmers at Probe.

Sean Kelly

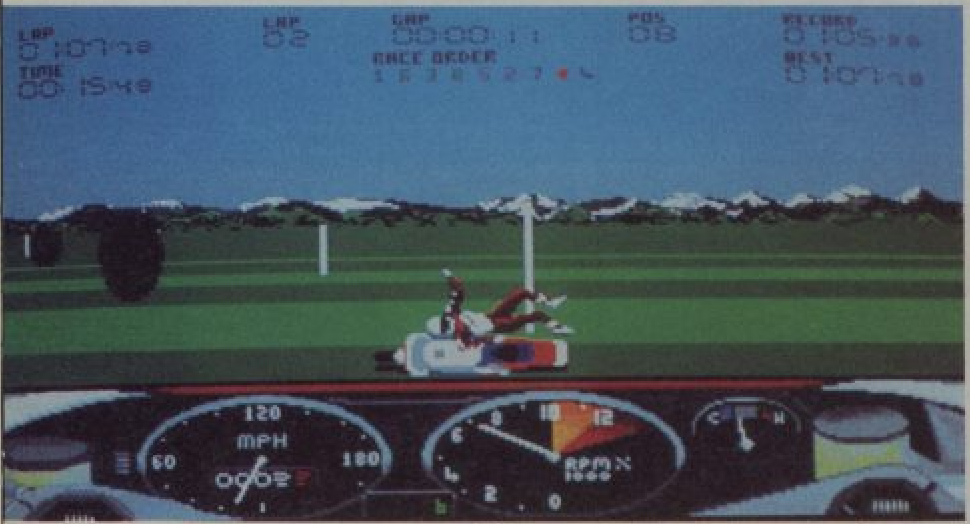
Firebird
Price:
£9.99 cass
£12.99 disk

GRAPHICS	**76%**
SOUND	**78%**
PLAYABILITY	**74%**
LASTABILITY	**73%**

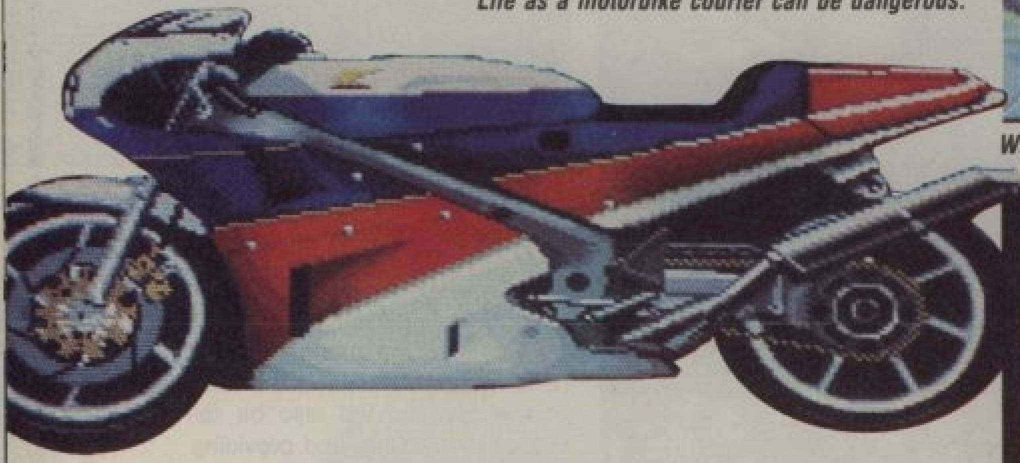
78%



Waiting for the green light.



Life as a motorbike courier can be dangerous.





Chasing after the pack.

RV

Microprose's new Micro Style label looks set to live up to its name with its first release. *RVF Honda* is so good, it makes you wonder if Microprose are ever going to top it. Knowing them, they probably will quite easily.

To shed just a little light on what is in effect a pretty cryptic title, the Honda RVF750 is a Formula 1 motorbike capable of some pretty hairy speeds. You, on the other hand, are a helmeted, plastic coated action man with a death wish. Put the two together and team them up with a large oddly shaped loop of tarmac and what do you get? Formula 1 racing. Fast, loud, dangerous and exciting.

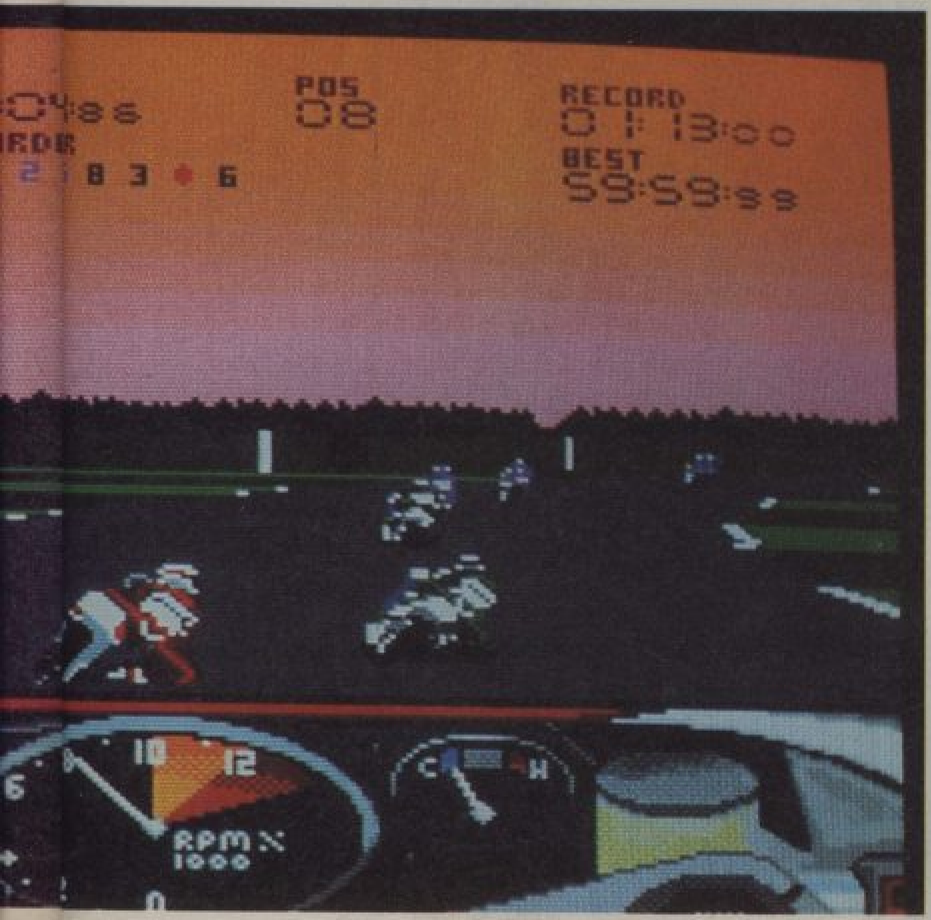
Micro Style
Price: £24.95

The easiest way I can describe *RVF* is that it is superficially similar to *Super Hang On*, but there is more to it. You view the game from a position some fifteen feet behind your rider, initially positioned alongside his pride and joy, Henry the Honda.

To start he runs alongside the bike, pushing it as he builds up speed. Waggle the joystick to run faster until you reach a certain speed and he leaps into the saddle, the engine roaring into life.

As usual for a Microprose product, the game describes itself as an accurate simulation. This I have to argue with. If it's an accurate simulation, then how comes you can't change direction? You can change your lateral position, but you can't actually change course. This is probably just as well, mind, as all your time is taken up just getting around the track at a decent speed and in one piece. As with real life, there are limits as to the speed that you can safely take a corner. This is where the gears come in. By correctly using them, not only can you out-accelerate even the toughest computer opponent, but you can also successfully 'shave' corners, rather than slide hopelessly to the outside of a bend, like I did in my





AMIGA Screen Scene

COMMODORE USER SUPERSTAR

earlier attempts.

You start as a rookie biker, but can move up to National level of racing, which gives you access to some of the more prestigious tracks. This is done by entering and winning the Clubman Championship, which is a seven-race challenge against eight computer riders. In each race you are awarded points based on your finishing position, and at the end of the championship, all scores are totted up. The winner gets promoted.

The graphics are nothing short of brilliant. Just the main sprite in itself is enough to merit an incredibly high mark. I don't know how many frames of animation have gone into him, but there are heck of a lot of little touches. Like the way he crouches forward when he accelerates, and the way he glances worridly over his shoulder at obstacles he narrowly avoided.

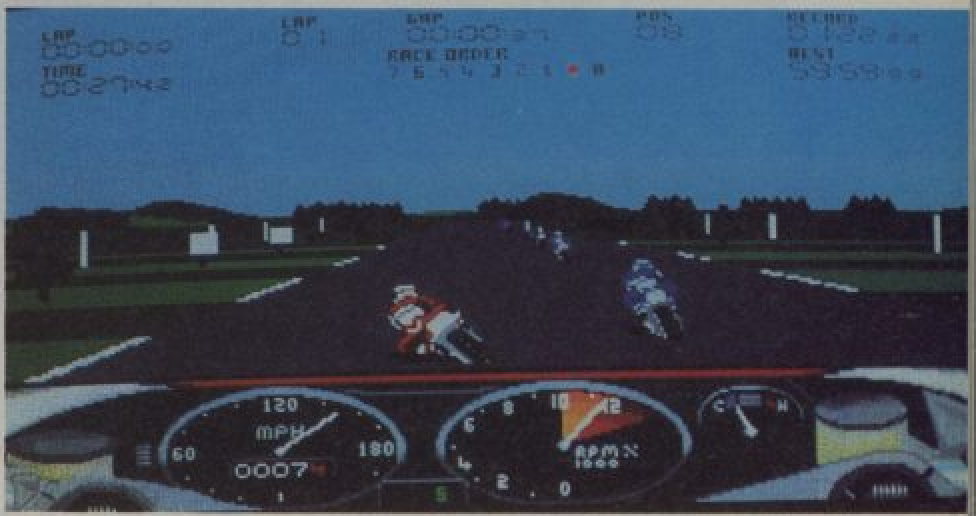
The scrolling on the card is amazing, faster even than *Super Hang On*, if that is possible. Unfortunately, the tracks do look a little similar in places, due to a lack of variation in the landscapes and roadside objects (a mixture of triangular trees, large lollipops and red and white blocks).

Sound is just as impressive as the graphics. A powerful growl emanates from the bike and sounds as if it's sampled from the real thing. Even better, the other bikes make more or less the same noise, except the volume changes in relation to your distance from them. Imagine if you can, the sound that explodes from your monitor when all nine bikes are revving up on the starting grid. The right atmosphere is created immediately. All this plus a hard rock intro tune, what more could you want?

If this, as Microprose maintain, is the shape of Amiga games to come, then everybody should buy an Amiga now!

Tony Dillon

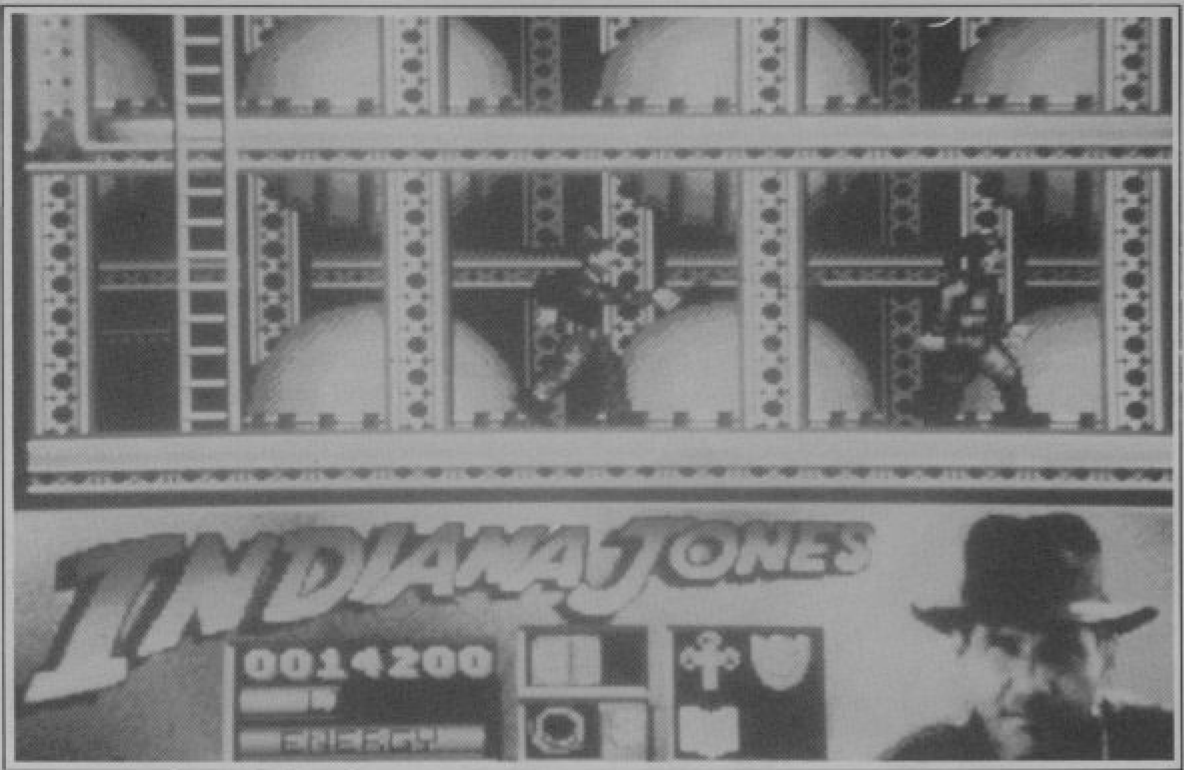
Overtaking a backmarker.



VF HONDA

SOUND	**89%**
GRAPHICS	**92%**
PLAYABILITY	**95%**
LASTABILITY	**94%**

96%





Indy's led to the Zeppelin.

INDIANA JONES & THE LAST CRUSADE

But is it? I mean, when you make a movie as amazingly successful as "Indiana Jones and the Last Crusade", you ain't going to end it all there, are you? Sequels must follow, and I'm willing to lay money that they will.

But back to the subject of the review, *Indiana Jones – The Action Game*, first of two titles coming from the Lucasfilm stable based around this intrepid explorer's final adventure. You, as Indy, have to run, jump and whipcrack your way through four different escapades, all based around scenes in the movie.

First of all, we see Indy as a boy, climbing through some caves, avoiding loads of bad guys and already displaying his prowess with a bullwhip. Then we catch Indy doing the archaeological business around a ruined temple. On the third level Indy, now a grown man, is racing around a German Zeppelin, and finally we see Indy searching for The Holy Grail. Doesn't he know the Monty Python team have it?

The game is played as a side-on, multi-scrolling affair, and scroll very nicely it does. I especially like the way the Zeppelin is constantly bobbing up and down on the third level.

Indy himself is a fine figure of a sprite. Large, and for the most part, well-animated. He looks a bit strange when he jumps or falls; but otherwise he looks great.

The backdrops are very nicely drawn indeed. I really like the way the scenery in level one gets darker as your torch burns out.

And now, the bad news. Amiga Indy plays badly. Very badly indeed. It's not a problem of large playability errors, just a whole bundle of small annoying ones. Like the way it's just luck whether you die or not, for example, when you have to climb a rope to get past a knife thrower, it's all down to chance whether he throws the knife or not. Also, Indy takes a long time to respond, which makes combat difficult. On top of all that, it seems a little unsure as to where the edges of certain platforms are, which means that you end up falling through quite a few ledges.

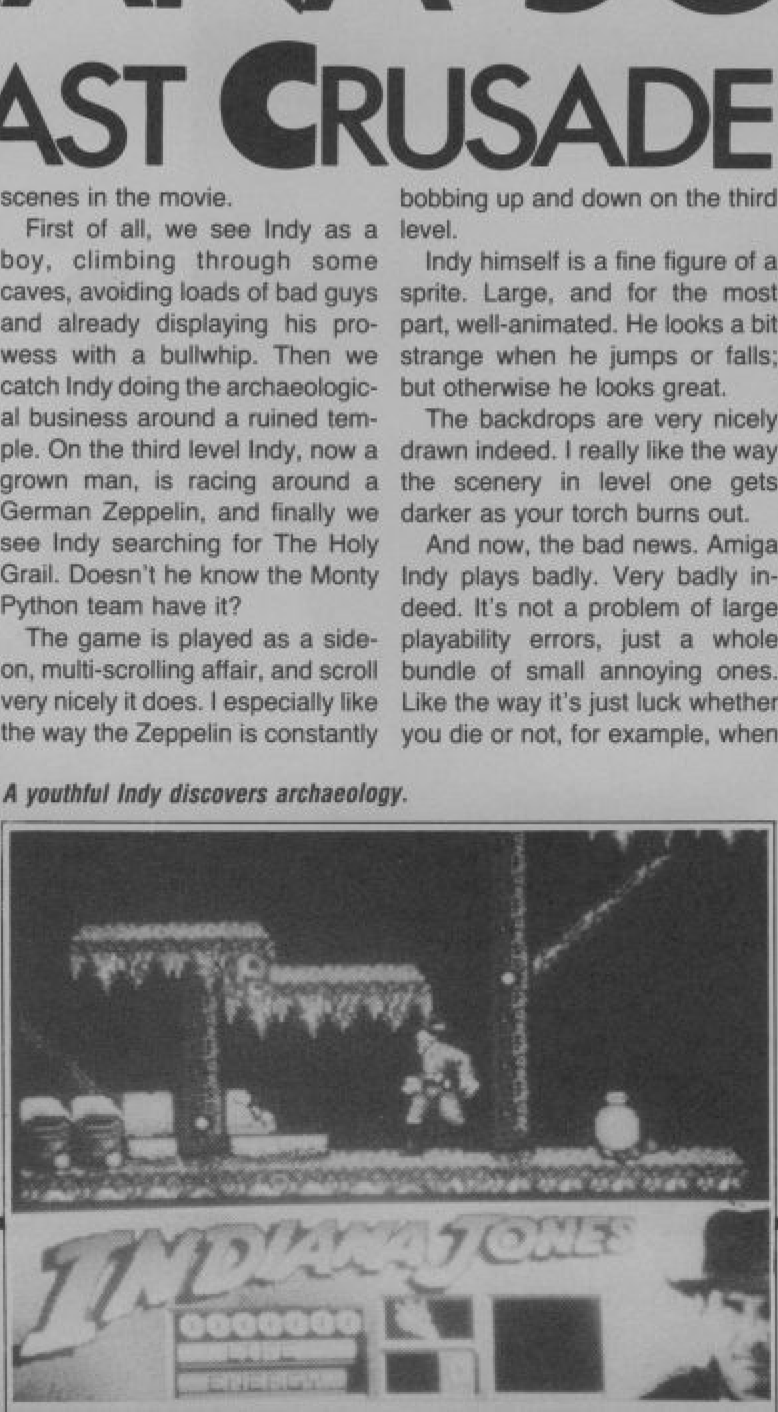
It could have been good. It's just that they didn't do it right. I'd prefer something like *Rick Dangerous*. But maybe the adventure game will be good.

Tony Dillon

64 UPDATE

64 version should be available soon. Graphically it won't come up to the Amiga standard, but is still looking good nonetheless. Looks like it's going to be just as much fun to play as the Amiga version. More news as we get it.

A youthful Indy discovers archaeology.



US Gold
Price: £19.99

SOUND	72%
GRAPHICS	79%
PLAYABILITY	59%
LASTABILITY	62%

71%

James Bond turns plain Jane in 007's eighteenth cinematic exploit, *Licence to Kill*. Gone are the days of the *Sun*-loving agent, three-nippled foes and global villainy; in Timothy Dalton's Bond we have a *Mail on Sunday* Rambo who battles South American drugs barons and a bog-standard plot alike.

The film, however, does number among the series' most spectacular stunts and it's from these that the software licence takes its cue, by linking together six action highlights into scrolly arcade sequences. And considering that they only had its storyboard to work from, programmers, Quixel, and artist, Tony West, have managed to come up with a game that looks remarkably faithful to the movie.

Felix Leiter, James Bond's wrinkly chum, has had a leg bitten off by sharks, and his beautiful American bride has been shot dead on their honeymoon. Understandably, this sends our James a little bit doolally and he sets off on a mission to wipe out the man responsible: Sanchez, a villain who aims to corner the Pacific's drug trade.

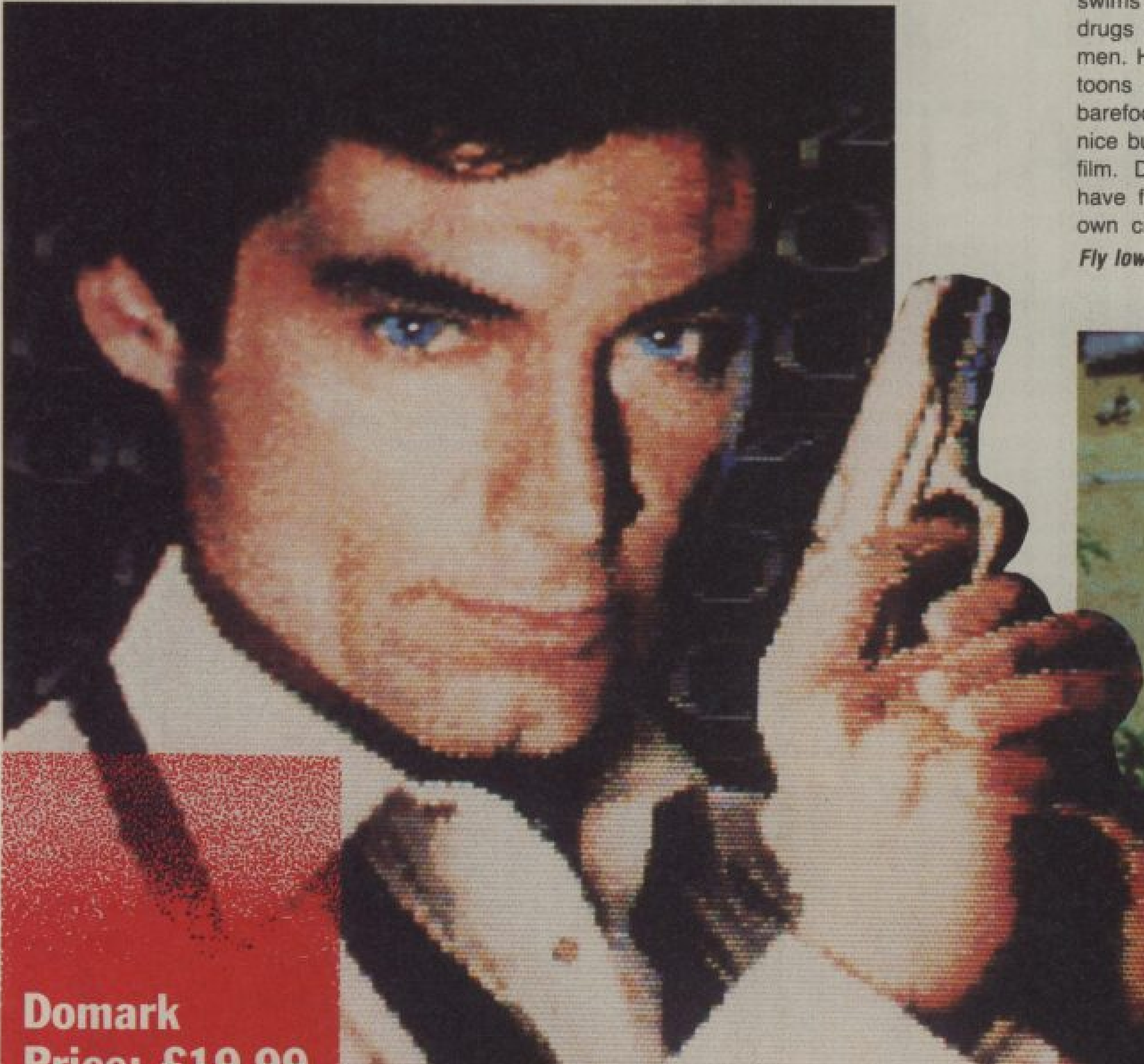
LICENCE TO *KILL*

Scene one has you swooping low in a helicopter in pursuit of Sanchez's Jeep. Avoid trees, buildings, machine gun emplacements and remark how similar in idea this is to the speedboat chase in Domark's last Bondsoft, *Live and Let Die*. It's really quite pretty but uninspiring stuff.

Things start to get a lot tougher and more interesting next, as Bond gets involved in a shoot-out with Sanchez's henchmen. It takes skill to seek cover while aligning the sights of your gun. But fail to do this and you'll come out with Beretta a-blazing and your bullets missing their mark. You're in a pretty tight spot here, and this is the one section of the game where play comes alive and strategy and brainpower's called for.

The following sequence is equally as tough, though not nearly as interesting, as you dangle from a rope and try to "hook" a getaway plane. This isn't as easy as it might at first appear. Next off it's a dip into the briney as 007 swims underwater to intercept a drugs haul and knife a few frogmen. Harpoon a seaplane's pontoons and its up for a spot of barefoot skiing. This last touch is nice but has been lifted from the film. Domark, in fact, seem to have fought shy of adding their own creative input. Witness the

Fly low to fly fast.





Domark
Price: £19.99

final sequence, where you pilot a cropduster plane over a convoy of trucks. The skills required are identical to those for the previous aerial stunts. *Licence to Kill* is a tough game but it does lack variety.

Which brings me to the final point. *Licence to Kill* is OK, but it's a game that rests on the laurels of its big name attraction. Pretty to look at, it has a high energy Bond-style soundtrack interspersed by acres of noisy playing time with machine gun fire. *Licence to Kill* is worth it if you want an average game and you like the film; otherwise I'd say that this is pretty standard fare. No Oscars for this licence, I'm afraid.

Steve James

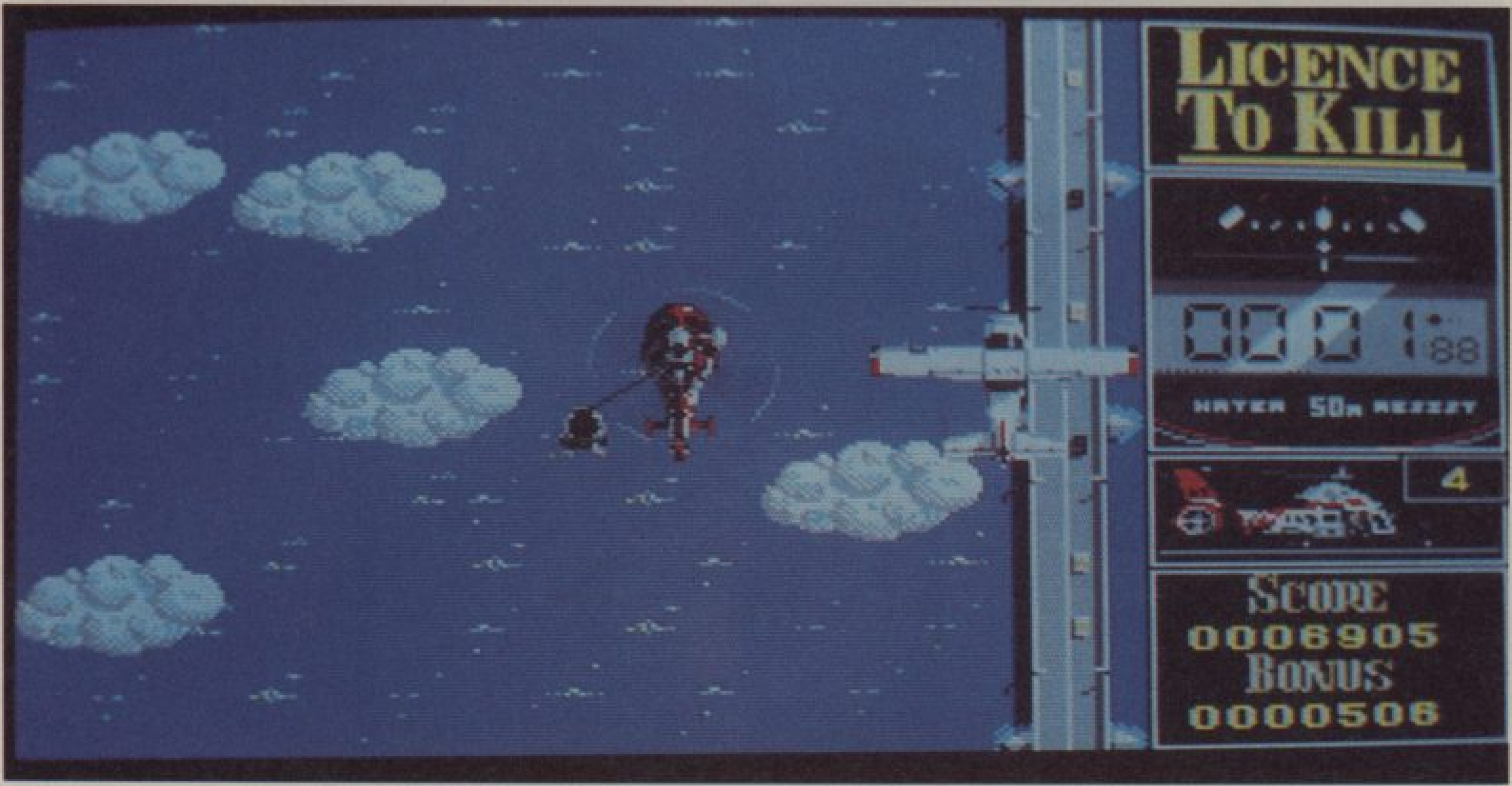
64 UPDATE

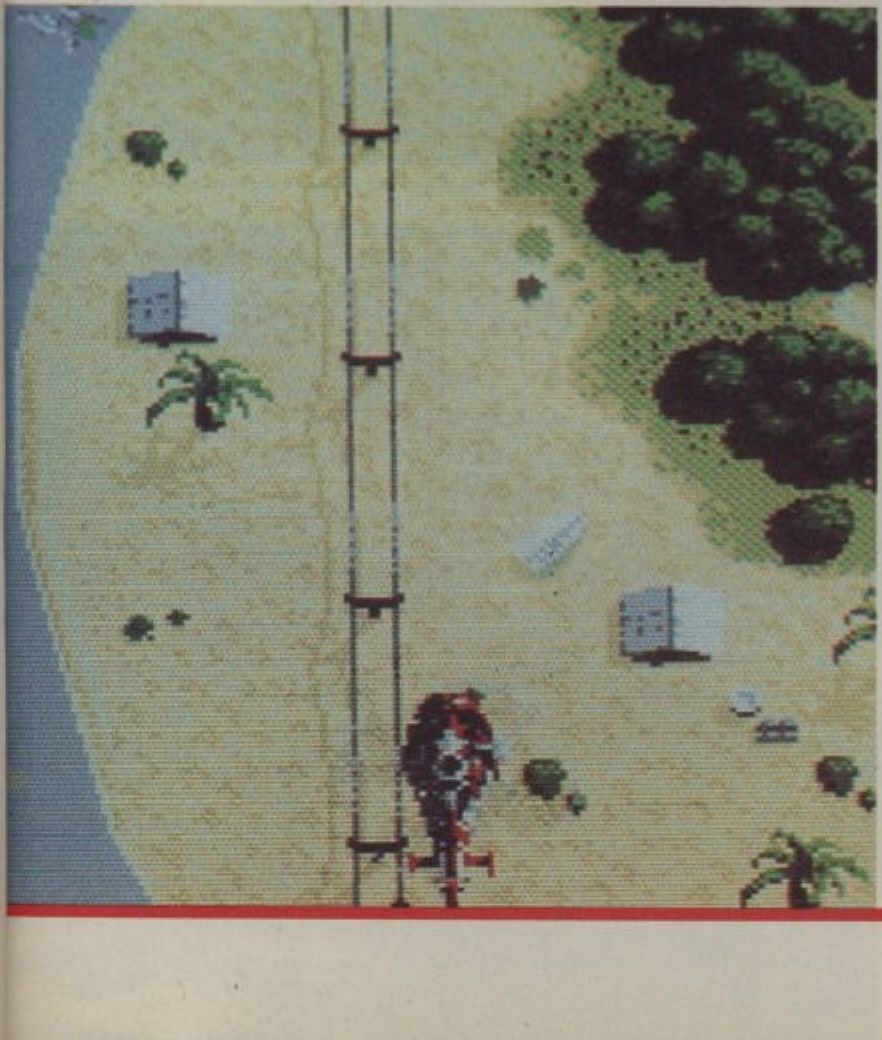
PRICE: £9.99 cassette £12.99 disk

The 8-bit version of *Licence to Kill* comes complete with spectacular gun fire, explosions, and generally a better soundtrack than its Amiga counterpart. Also features the famous "following gunsight" which opens every Bond film, and the game has an altogether "pacier" feel.

SOUND:	**73%**
GRAPHICS:	**74%**
PLAYABILITY:	**66%**
LASTABILITY:	**65%**
OVERALL:	**70%**

You have to "hook" Sanchez's plane before it reaches Cuba.







SOUND	**65%**
GRAPHICS	**74%**
PLAYABILITY	**62%**
LASTABILITY	**65%**

69%



F-16

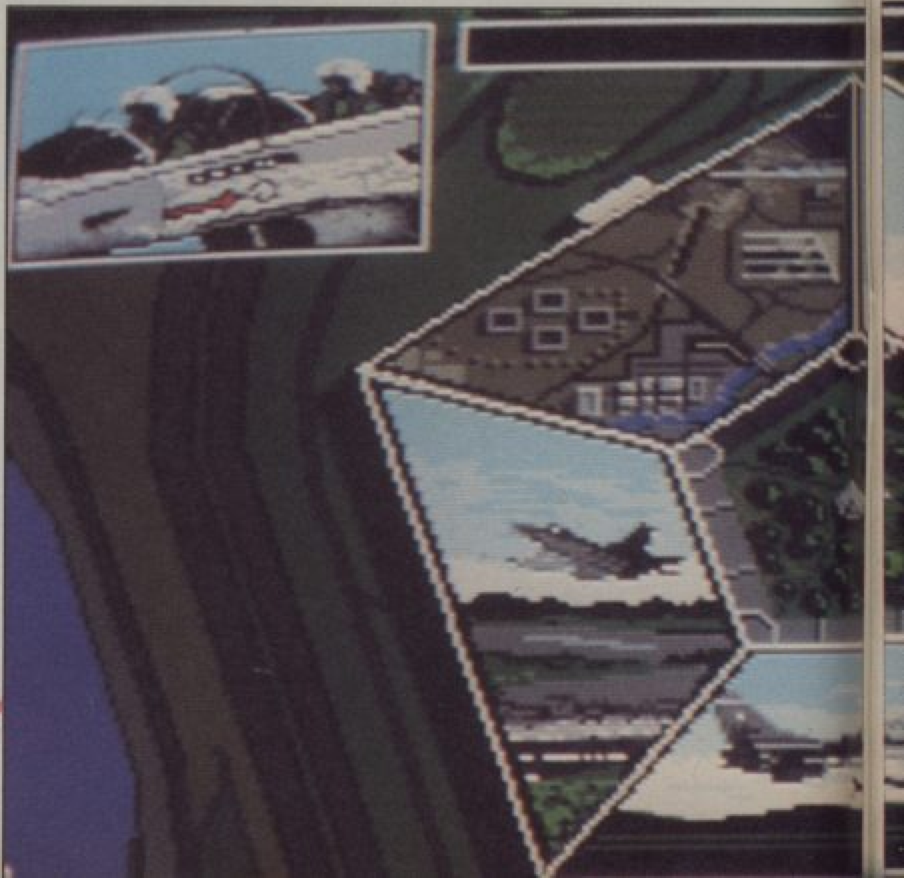
Flying in the face of the stiff competition of *Falcon Mission Disk 1*, *F-16* makes a long awaited appearance, and happily is no sitting duck.

The basic premise is the same as Mirrorsoft's F-16 simulation. Take an F-16, load it up with weapons, take it up, and use it to best possible effect to complete designated missions. Unlike Falcon however, you aren't restricted to a small selection of set missions. Much more in the vein of simulators such as *Gunship*, you choose a field of combat from a selection of five options, such as tank-busting and bombing runs. The computer then generates a mission for you, and one thing you can be sure of is that no two missions will be the same.

So, the 'game', and I use the term merely to describe a piece of software used as entertainment: be warned, this is no toy, has a lot more variety to it than *Falcon*. What else is different? What about the handling?

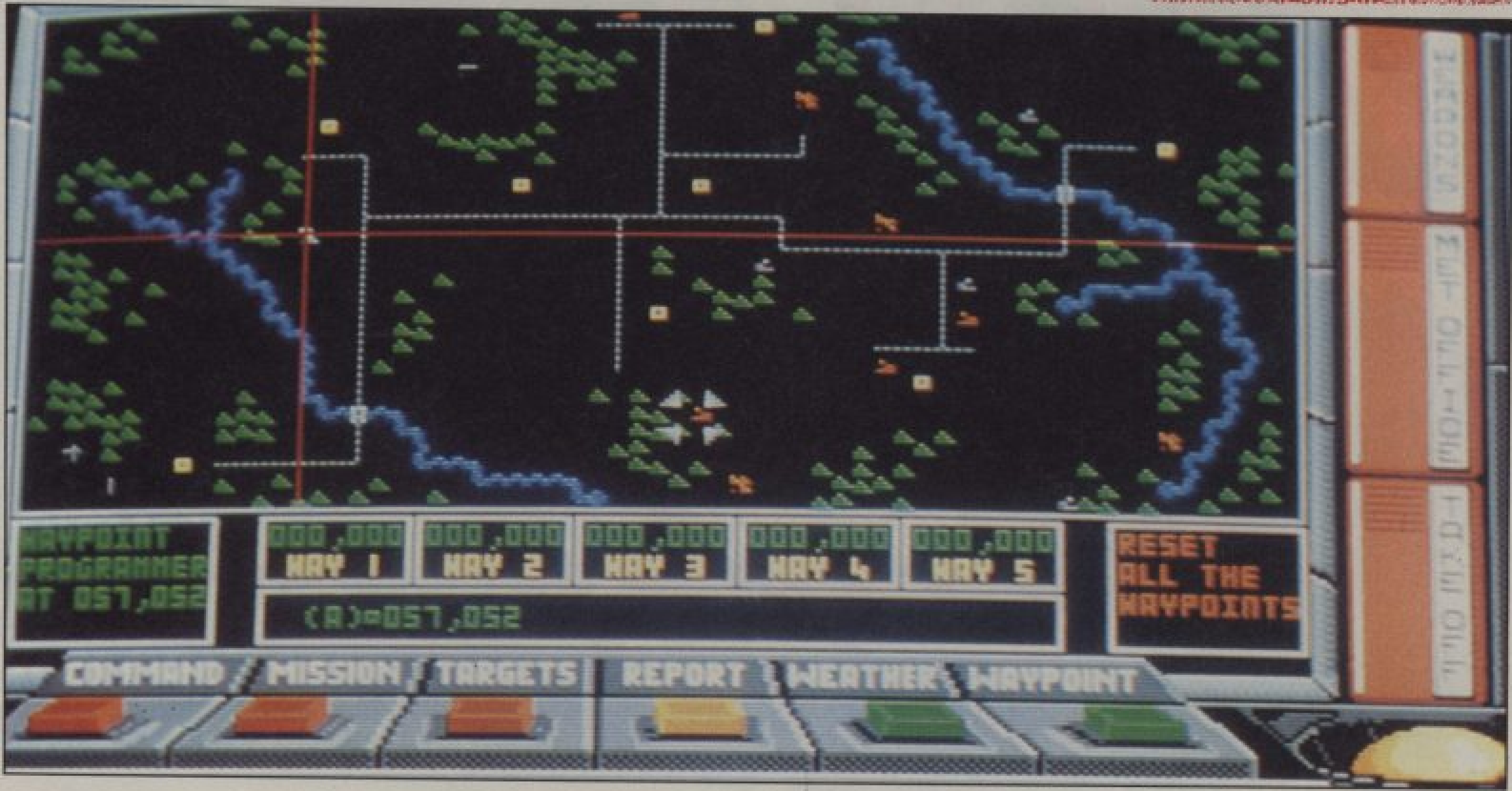
Both *Falcon* and *F-16* claim to be accurate simulations, yet the

Digital Integration
Price: £24.95





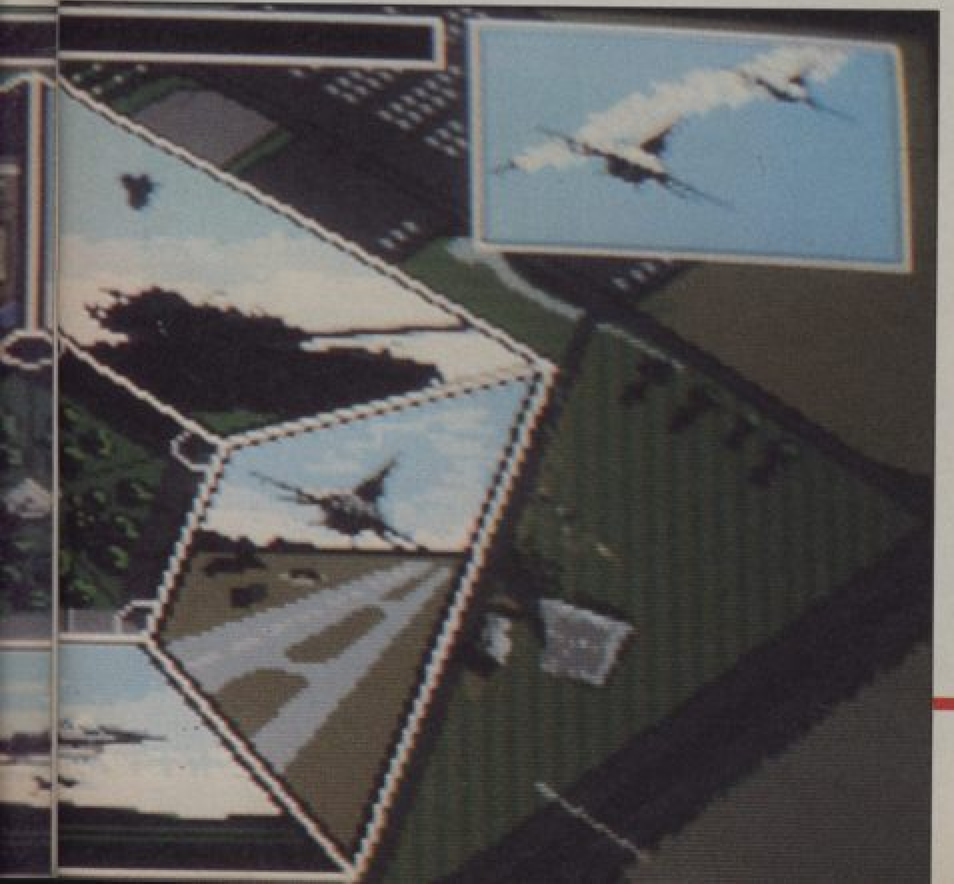
Approaching the airfield



The Mission Control Map

64 UPDATE

Unfortunately the C64 version is still behind schedule due to problems of squeezing all the data onto one disk. Update upon release.



Pentagon-shaped mission selection screen

handling of the craft is incredibly different. In *F-16*, when you bank the 'plane, it turns in a way which is totally different to the 'bank-and-pull' method employed in *Falcon*. With this behind you, the craft is much easier to manoeuvre, thereby giving you a much easier time in combat, which in turn make it a lot more fun for the inexperienced pilot.

You can also do a lot more planning toward a mission. Before each flight you are shown a computerised map that presents you with more information than you could ever require. With this map you can mark computer waypoints, find the enemy, and even draw a Def Leppard logo!

However, with all these good points, there are bad points. I, for one, didn't find it half as challenging, or even as entertaining as *Falcon*. The strength and AI of the enemy isn't half as good in *F-16*, and you do feel like you are playing against a computer.

The graphics aren't anywhere near as good as *Falcon*. The landscapes are sparse, with an electricity pylon and a mound of dirt here and there. The update is slow, and the use of colour is loud and unconvincing.

F-16 is a very complex title that will no doubt prove rewarding in time. The only problem being that it isn't involving enough. Remember, to get anything out of a game, you have to be able to get into it.

Tony Dillon

GRAPHICS	**76%**
SOUND	**75%**
PLAYABILITY	**71%**
LASTABILITY	**79%**

79%


NOW IS THE TIME TO TAKE ...
Special Action
DRILLER
SDI
NOW THE ODDS ARE EVEN
CHALLENGE
ocean
5 ALL-ACTION CHART-BUSTERS JAMMED INTO ONE SPECIAL PACK
DRILLER
SOLID 3 Dimensional Landscapes like you've never seen before. Thanks to Freescape – it feels like you're actually there. Interact with weird alien mechanisms, avoiding the Ketars Defences and gain access to the many sections of the Moon, Mitral. Experience Driller and Freescape in action ... "A NEW 3 DIMENSIONAL REALITY!" CRASH
THE VINDICATOR
"If you've spent hours developing your trigger finger here's a game to put it to the test ... it's all action." CPC SILVER AWARD – CPC COMPUTING "each level has a high standard of graphics ... The Vindicator is an excellent game." CRASH
DALEY THOMPSON'S OLYMPIC CHALLENGE "Excellently animated with some great back-drops ... Daley Thompson's Olympic Challenge is first rate ... another gold medal winner from Ocean."
A CRASH SMASH – CRASH.
S.D.I.
"The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off ... I would play S.D.I." F.A.B – COMPUTER GAMES WEEK.
CAPTAIN BLOOD
"To sum up – Bloody excellent." "The graphics and sound are excellent ... an intelligent strategy game." YOUR SINCLAIR
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CURSE OF THE AZURE BONDS

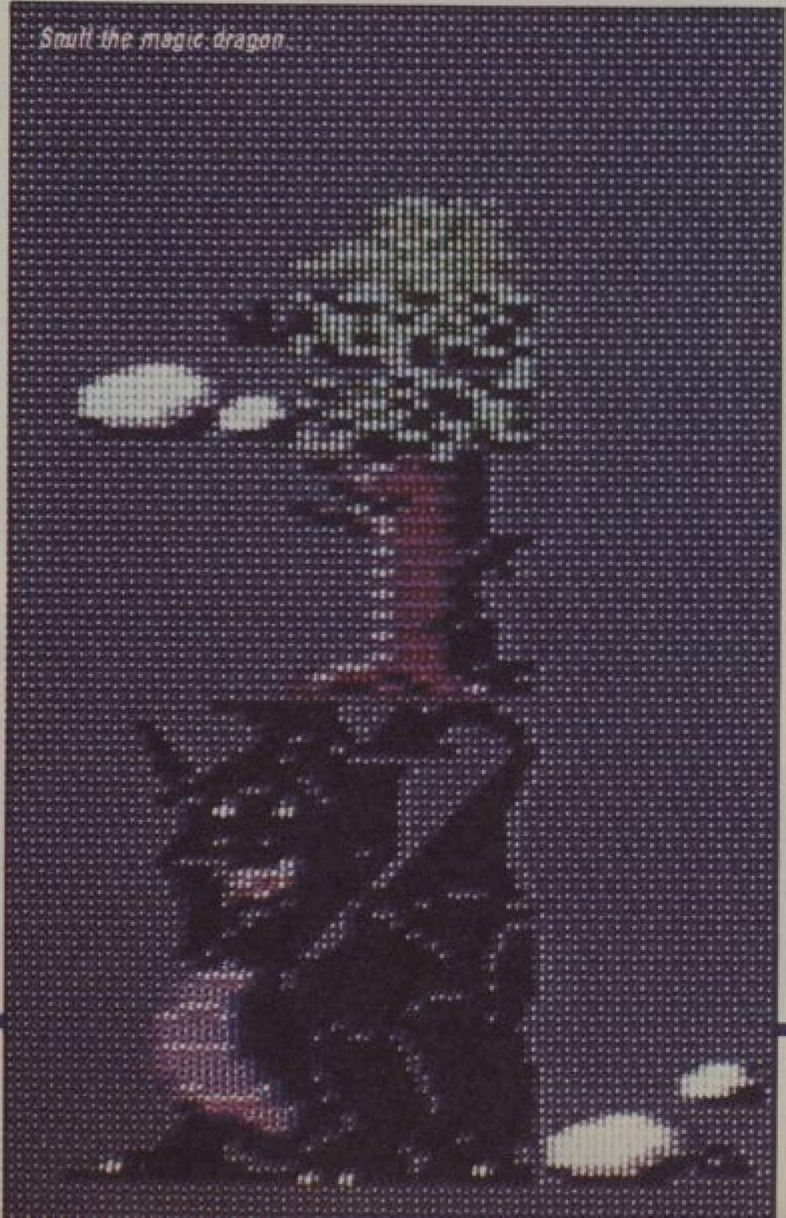


You've journeyed to the Pool of Radiance. You've been hailed as a Hero of the Lance. You've braved the dangers of the town of Hillsfar, and now it comes to this. You wake up one morning, groggy, with all your possessions stolen and no idea how it all happened. A passing landlord tells you that you were brought in after being attacked over a month ago, and this is the first time you've stirred since.

But that's not all. Your companions and yourself have five strange tattoo-like markings on each sword arm. It turns out that these azure coloured markings, known as bonds, are the result of a posession-like spell. When the bonds glow, you must do their bidding. The first one, for example, forces you to attack the royal carriage as it goes past, getting you into a nasty scrape with some royal guards.

The game follows along the same style as *Pool of Radiance*, the first in the utterly brilliant series of AD&D games. The main part of the adventuring is carried out in the first person perspective, not completely unlike the system employed in *The Bard's Tale* series.

So, you've woken up, you go to see Gypsy Lea who tells you all about the bonds and your fate in connection with them; you've gone to see a weaponsmith, and bought stacks of really sharp toys for your party to play with; you've encamped so you magic characters can learn spells and you've got into your first scrap.



Snuff the magic dragon.

Played almost *Gauntlet*-style, you see the game from an overhead view of your characters, the enemy, and the surrounding area.

As with all the other AD&D titles, this game is big. So big, it comes on three double-sided disks, and each one is crammed full. Yet again, you cassette-based users have to miss out or invest in a drive.

The graphics are more or less the same as *PoR*, which is no bad thing, and thankfully the game is still as entertaining and involving as the original. I've said it before, and I know that USG are going to love me for it, but this is brilliant.

Tony Dillon

US Gold
Price: £24.99
disk only

SOUND	69%
GRAPHICS	83%
PLAYABILITY	89%
LASTABILITY	94%
OVERALL	89

89%

HARW

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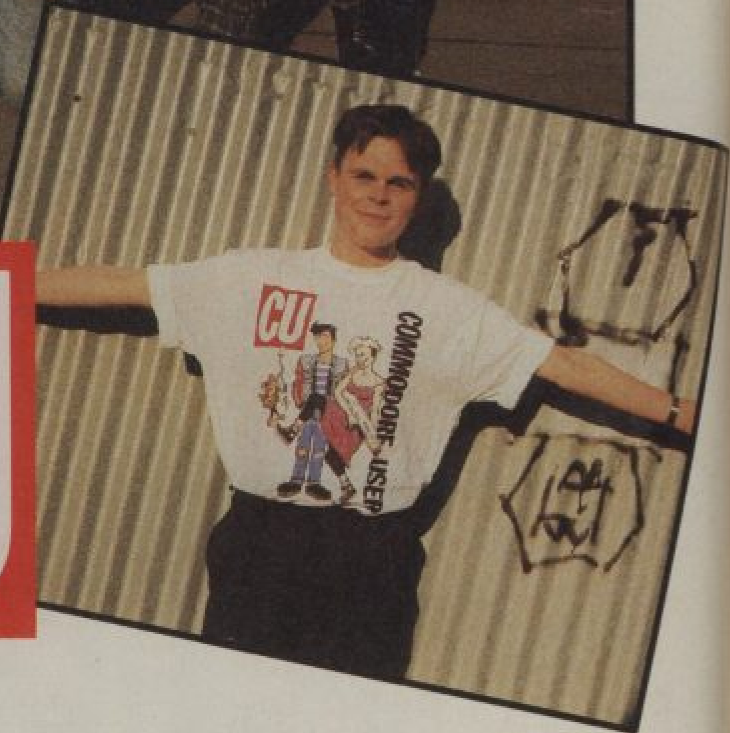




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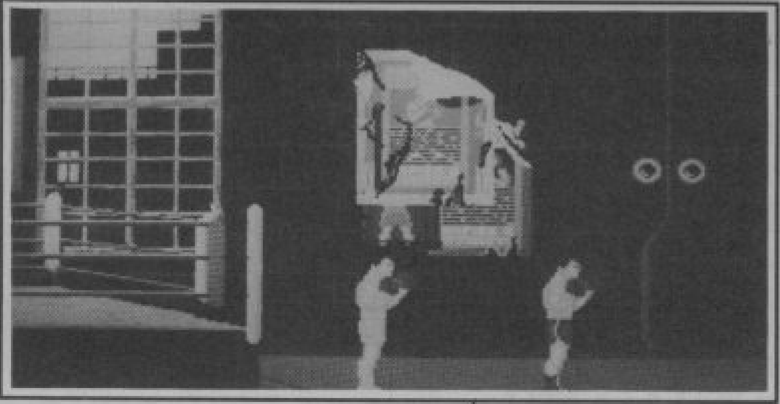
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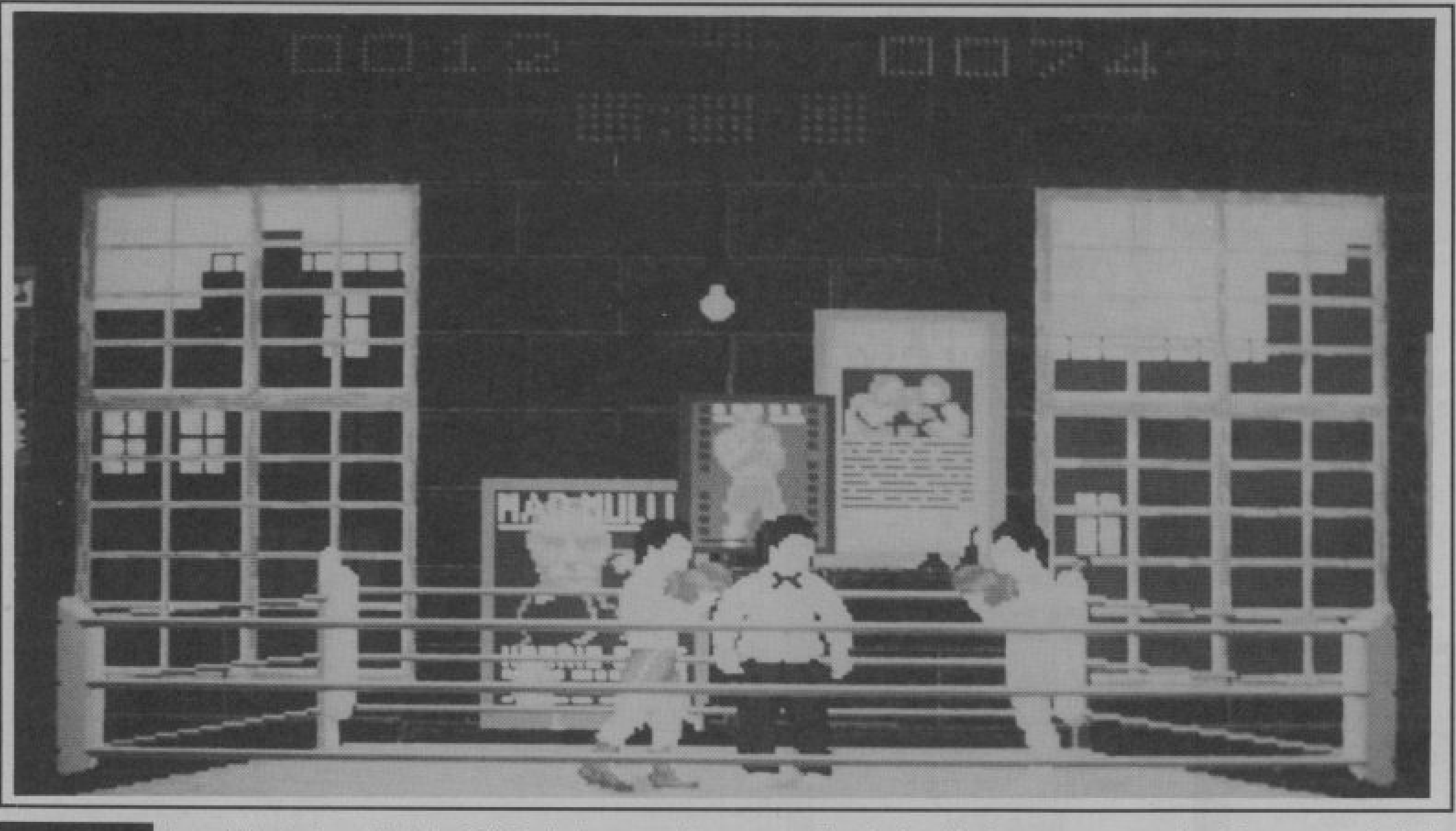
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THE CHAMP

Come on guys are you gonna kiss or fight?



It would be far too easy to say that Linel's latest offering takes more than a slight leaf from the Rocky movie.

Music by Bill Conti, it says on the intro screen. Bet you can't guess what they used for an intro soundtrack? The intro sequence is, as ever with Linel products, impressive with a sampled master of ceremonies introduction.

To start off with, you aren't the champ. The idea is to become the champ. Easy enough. You start life as a bum (that's tramp to us English folk), fighting in the streets, resplendent in your pro-boxing gear. Win a couple of fights, and you get spotted by a manager, who signs you up and automatically puts you onto the professional circuit — after a bit of training of course.

Training is made up of three events. First is the skipping rope, where you have to make the boxer jump in time with the rope. Then there's the sandbag, where a sparring partner will show you a punch or two, and you have to match his punches. Finally, there's the speedball, where you have to waggle the joystick in time with the boxers hands, keeping up a steady rhythm.

The Champ is polished, it's amazingly professional and full of briliant little touches. The referee counts out the knockdowns, the boxers fight realistically, the soundtrack is brilliant, and the graphics are amazing.

However *The Champ* takes a dive in the first because of its poor gameplay. For a start half the punches only seem to work half the time and secondly, the game is far too easy. What sort of challenge is there if your opponent keeps on falling? Boxing is a tough game to simulate and Linel haven't overcome that.

And that's what stops *The Champ* from being a champ. It plays so badly that suddenly all the sparkly bits don't seem so sparkly anymore.

Tony Dillon

Linel
Price: £24.95

GRAPHICS	83%
SOUND	88%
PLAYABILITY	57%
LASTABILITY	51%

67%

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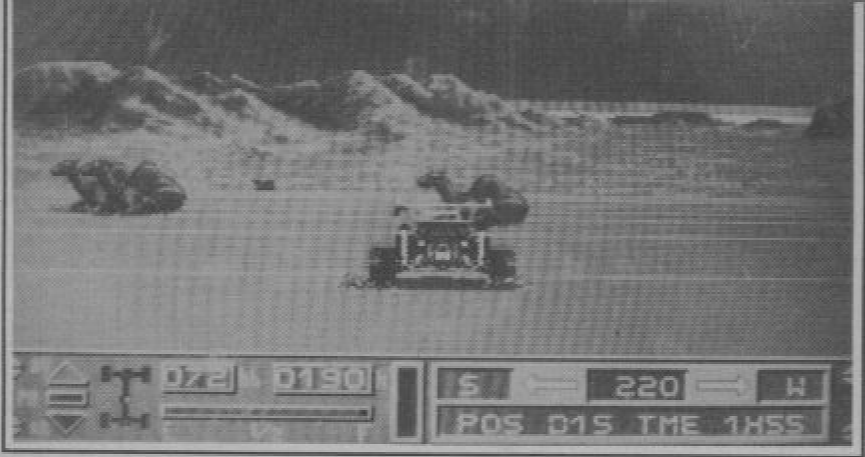
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Do you get the hump?

AFRICAN RAIDER

Despite the tusks on the cover and the name this is not big game hunting software, this is a 4 × 4 racing game. Perhaps the French software house, Coktel Vision didn't think that was glamorous enough or perhaps it's because they didn't get the license for the Paris/Dakar rally, either way the title is naff. So are 4 × 4 games usually, there's something about four wheel drive which games designers think means that they have to spend lots of pre-race attention on how much brake fluid you can carry without sacrificing the wheelbase sprocket mechanisms. Very nice if your idea of light reading is a Haynes car maintenance manual.

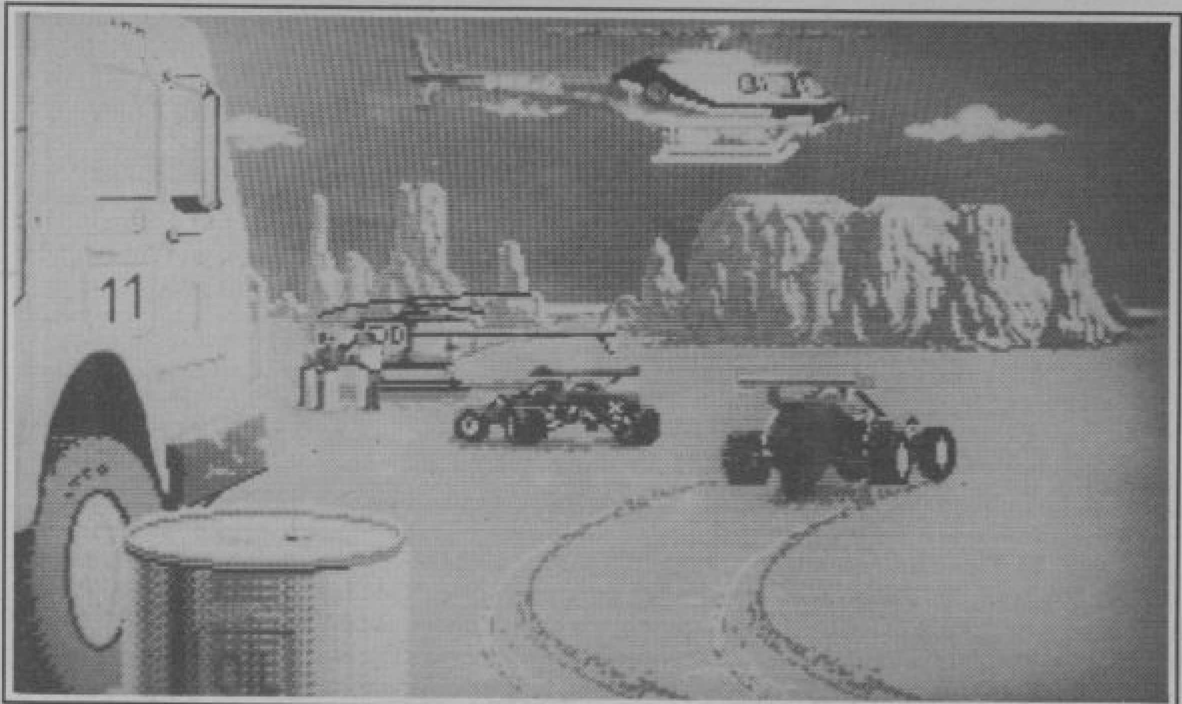
African Raider scores points here. You're straight off on a rally stage without a single tyre pressure measured or gasket cantilevered. The idea of the game is simple, get to the route end in the fastest time possible. There is a road market out for you with old barrels, but following them slows you down, so after a few initial runs, it's time to go cross-country. This means you're quite likely to get lost, but if you stay on the road nothing of any interest whatsoever happens; no obstacles, no pitfalls, just boring old sand. Fortunately an electronic compass will tell you where you are and can be used to plot where you're going when you make your own tracks.

When you're roaring across the desert Coktel Vision have succeeded in creating a feeling of speed; it's not *Super Hang-On*, but it's certainly better than a lot of *Raider's* competitors. This does go part way to annulling some of the boredom as you zip across dune after dune, but the real fun is in the hazards. For some reason there are herds of camels to be avoided. When dodging them gets too boring, there's always the quicksand that slows you down to crawling pace, unless you engage four wheel drive (yawn).

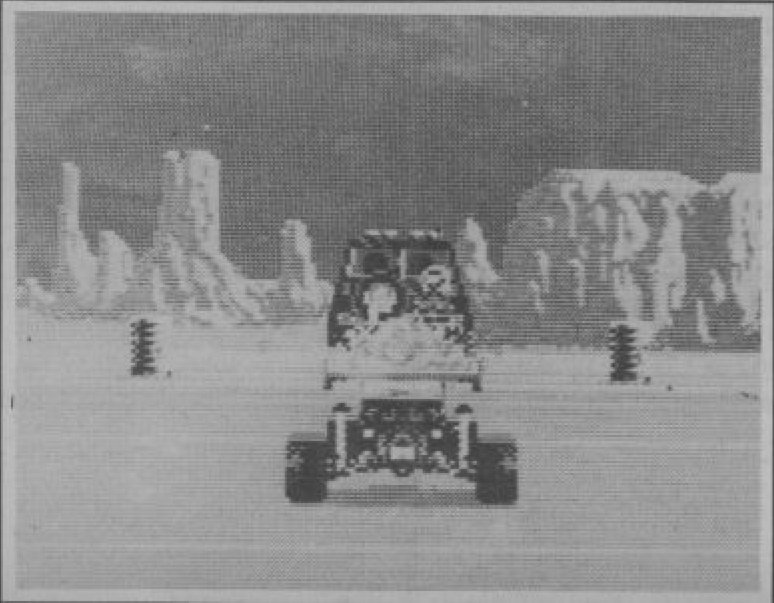
Now I know why people go mad in the desert; competition is far and few between and when you do find some, you can't even overtake. The appeal of this sort of game is limited to those with enormous patience thresholds. The sky is a curious shade of purple and the sand green, but I'm past caring or wondering why).

African Raider has nice graphics, average sound and dispenses with all those fiddly bits other games are obsessed with. Sadly, repeats of Howard's Way are more interesting.

Mark Heley



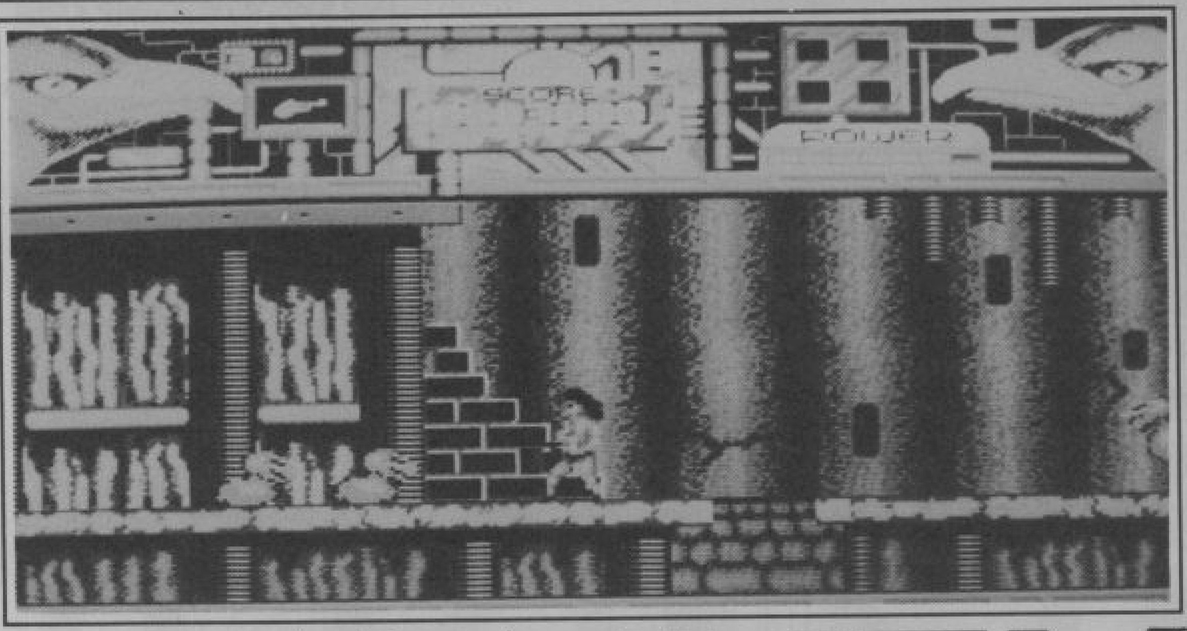
Prepare to raise dust.



Coktel Vision
Price: £24.95

GRAPHICS	**61%**
SOUND	**55%**
PLAYABILITY	**43%**
LASTABILITY	**47%**

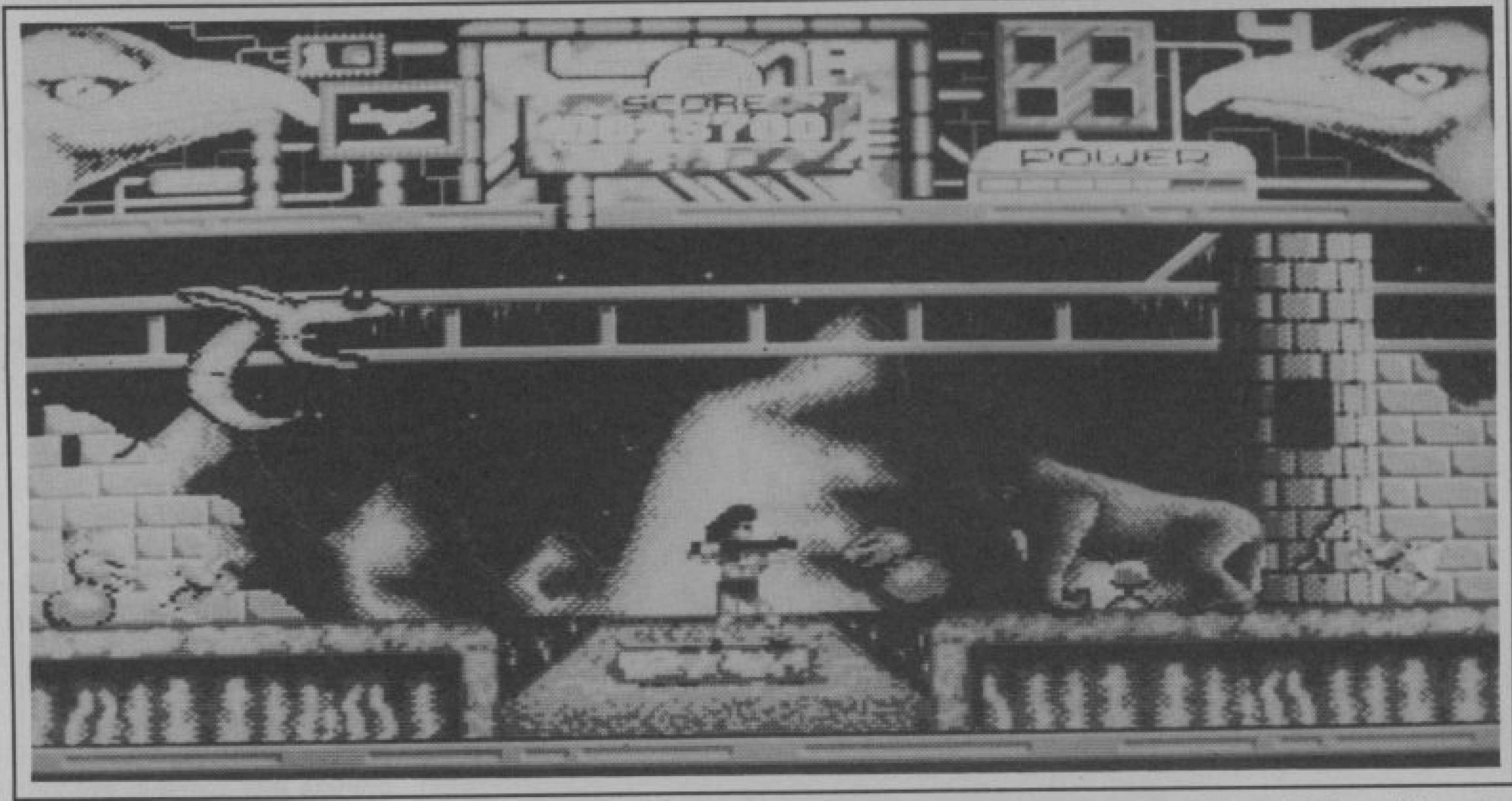
51%



This dumb duck's a gonner.

HAWKEYE

Bazooka the orang-utan.



Nice graphics and nice sound do not a game make, I once heard it said. To my mind, large and all-encompassing as it is, the only way Thalamus could have made a deserving hit out of this would have been to completely redesign the 8-bit game. They haven't.

You are Hawkeye. You have to travel over lots of scrolling landscapes. To complete each landscape, you have to collect four pieces of a puzzle. Finding the puzzle isn't a problem, after all, there aren't a lot of different places to look, only left or right. To make what might not quite be the hardest decision you've ever had to make, you use your hawk eyes. At the top of the screen, there are two hawk faces. Whenever there is something to be found, be it part of a puzzle, or extra ammunition or energy, one of the hawk's eyes flashes. This denotes whether the item is to your left or right.

The only thing stopping you from getting to the item are the enemies.

These are basically lots of dumb sprites who run at you from both sides and deplete your energy if you touch them. Some are big, some are small, all of them are incredibly stupid.

So, we've established the game is the same. Any change to the graphics is almost negligible, apart from the fact that they are in a higher resolution. Some of the sprites are blocky, and the animation on the main sprite is the same. Funnily enough, the scrolling has suffered and now rather than scroll smoothly, it vibrates minutely in a 'slightly out of focus' sort of way.

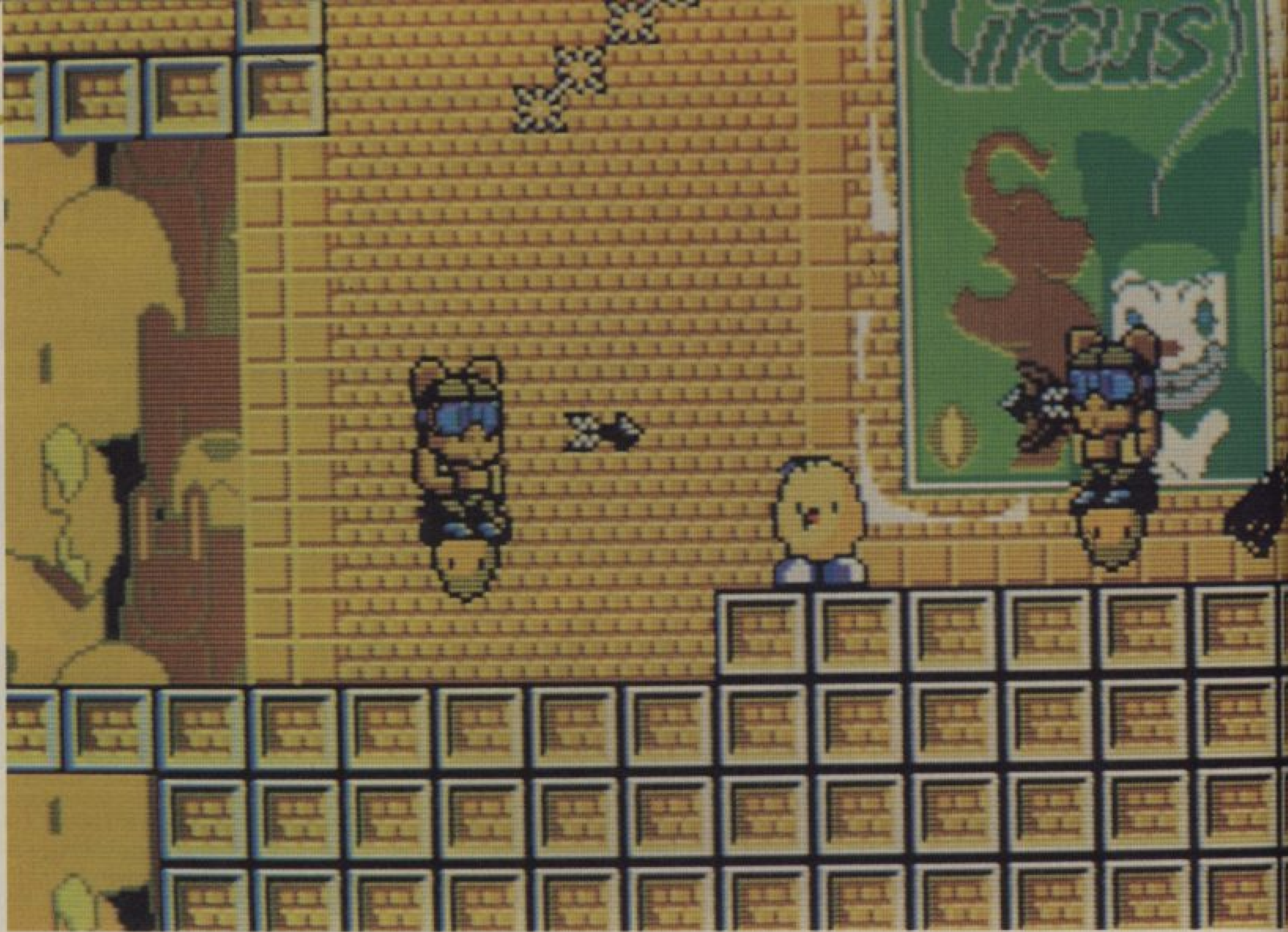
I wasn't inspired by the 64 version, and I'm just as uninspired by the Amiga version. A dull game, and one definitely not worth buying.

Tony Dillon

Thalmus
Price: £19.99

SOUND	**76%**
GRAPHICS	**73%**
PLAYABILITY	**57%**
LASTABILITY	**42%**

45%



THE NEW ZEA

A kiwi that has his friends stolen by an Atlantic seal and has to rescue them by flying around on balloons and throwing bombs at teddies riding on inflatable ducks? Oh, please leave it out, what was the programmer of *The New Zealand Story* on when he came up with this game idea?

In truth, *The New Zealand Story* is a cleverly constructed example of that incresingly rare specimen *hoppus frustratus*, commonly known as the platform game.



Level 1.4 and a ray-baned teddy has you covered.

Take control of the little yellow bird (Tiki to you) and make your way around the screens in an attempt to discover the other kiwis, imprisoned in cages. There are five stages and four maps to each stage, turning the game into an equivalent of twenty levels of mouth-foaming action.

The days of the platform game as a collection of levels that take you up and down in one dimension have long since passed, there are variations here. *The New Zealand Story* is set in a national park where there is land, sea and air and the kiwi has to

Ocean
Price: £24.99







Gulp! Swallowed whole by the whale.

ALAND STORY

contend with all three environments. Thus odd sections require you to take him underwater. He's equipped with goggles and a very small supply of air to make it through to the other side. An oxygen meter shows you how much time you have left.

Making your way around the platforms can be a tedious business so you can take to the air by shooting characters who float down from windows on teddy heads or balloons. Grab one and you can move around freely. It's not a passport to completing the level though, because there are prickles and thorns everywhere not to mention all manner of creatures bent on popping your inflatable and ending your little furry life.

As platform games go *TNZS* conforms to the rule that they have to be astoundingly tough and desparately frustrating to play. It managed to achieve something of the cult status in the arcades, and there are obvious similarities here to that classic with cute characters, fruit picking (for bonuses) and a novel rendition of a well-worn theme.

Ocean's conversion is near perfect, though I swear I don't ever remember it being this tough. Graphically its as close a replica as you could wish (and rightfully expect) whilst the sound is spot on too, right down to the little squeak the kiwi makes when he loses a life.



Caught on the hop. . . the Kiwi gets polished off.

This is a must for all fans of the genre. It's an excellent conversion but beware you need patience to complete this. Me? I'm off for a quiet game of *Speedball* or something a bit more relaxing.

Mike Pattenden

SOUND	**79%**
GRAPHICS	**88%**
PLAYABILITY	**88%**
LASTABILITY	**89%**

88%

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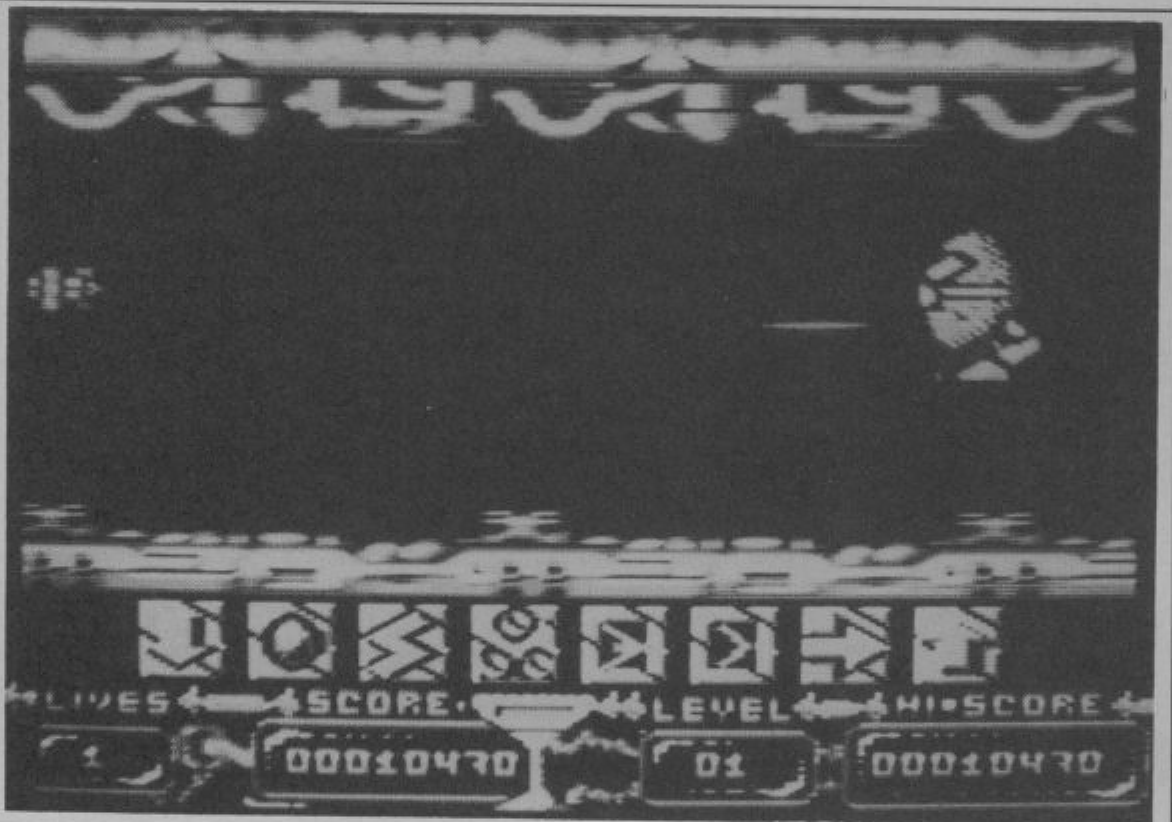
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INNER S·P·A·C·E

A "frantic, non-stop blast 'em up set in the farthest reaches of Inner Space", it says here, and that is, unfortunately, the whole scenario. No invading hordes, no defence of the planet, not even an "only one pilot brave and good enough". This is not good enough. Don't people realise how difficult it is to write an introductory paragraph without a loony scenario to rely on? Ho well, on with the game.

Inner Space is, you may have guessed, a straightforward, horizontally scrolling shoot 'em up, with nine levels in a multi-load format. On each, wave upon wave of aliens will attack you. In addition there are geographical hazards, and the now obligatory end-of-level alien.

Should a complete wave of five or six aliens be destroyed, then a "pulsing energy capsule" will float towards you. If you collect it then the first in a row of icons at the bottom of the screen will begin flashing, indicating that a new weapon is available at the press of a button. Collecting a number of capsules without trading them in will give you better weapons to chose from. Failure to destroy any wave will result in the available weapon slipping one step down the power ladder, so it's important to be consistent. No that it matters much in reality, as most of the weapons make little difference, except for the bizarre 'lose a life' weapon, which if used, kills you. Really useful, that one.

The parallax scrolling on *Inner Space* is excellent, and attractively done. Unfortunately, this is one of the very few good points about this game, as for the most part it is a hackneyed collection of ideas programmed with very little imagination. The graphics, particularly the backgrounds, are uninspiring and colourless, and the aliens aren't much better, for the most part being monochromatic or duo-coloured. The end-of-level aliens, often a showpiece of a programmer's skills, in this case are nothing more than large inanimate blobs, resembling nothing more much apart from an eggcup. The first level alien was repeated on level three, which seems to indicate that little time or imagination was invested when putting this game together.

This is also indicated by the large number of glitches apparent, for example your craft sinks to the bottom of the screen without warning, or the game locks up for thirty seconds at the end. These are just the major ones, but there are plenty of minor ones which just make the game scruffy and unattractive.

An unimaginative shoot 'em up which has the appearance of being rushed, and barely worth ten quid of anyone's money.

Sean Kelly

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SOUND	**40%**
GRAPHICS	**49%**
PLAYABILITY	**42%**
LASTABILITY	**52%**

46%

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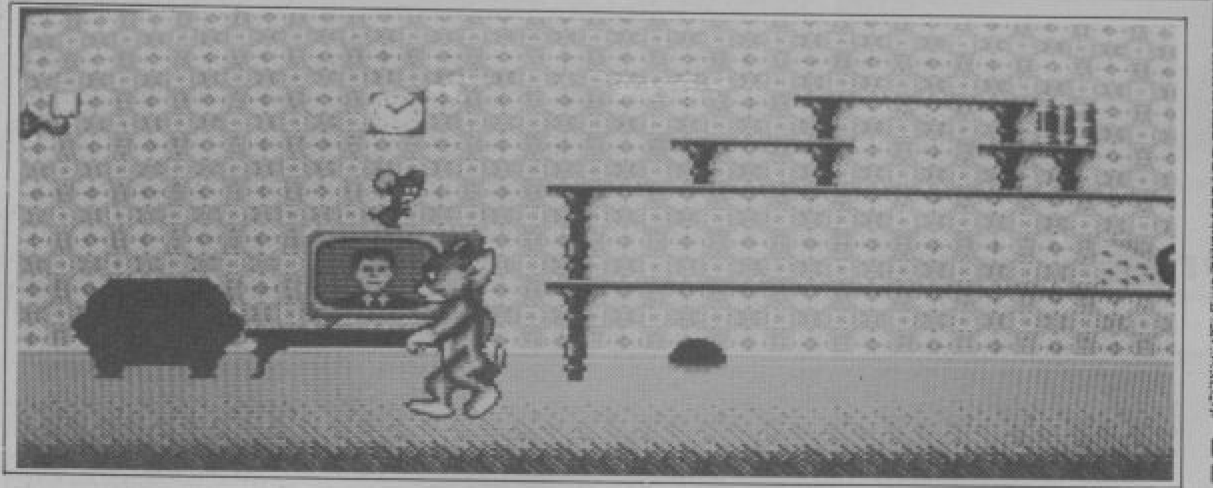
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CU AMIGA



TOM & JERRY

Jerry is the cutest mouse you ever did see, but that nasty Tom cat wants to get him...' hold on a minute, are we talking about the same vicious, sadistic little rodent we all know and love? The mouse who drops irons on Tom's head and plugs his tail into the mains, surely not? From Magic Bytes badly translated manual you'd never know, or perhaps this is just their strange Germanic sense of humour.

There are two possibilities, either *Tom & Jerry* is so radically brilliant it will have been worth an eighteen month wait, or it's so dismal they couldn't put it off any longer. See if you can guess which from this short description; it's a platform game. You drop 'bombs' on Tom's head, you have to eat a lot of cheese.

Tom & Jerry's gameplay is so mind numbingly boring it even makes an evening in the pub with Mike Pattenden seem like a seven goal Wembley Cup final. (*You're funny! Ed*). Jerry has to leap from piece to piece of furniture and shelving avoiding Tom's leaping attacks. Items like the sofa can be used, with repeated bouncing, to gain the height necessary to make the jumps onto the top shelves. Only on the highest shelves are you safe from attack, which makes it a particularly difficult game to play because getting up there is nigh impossible without getting stomped by the cat and when you're up there, unless there happens to be a bomb to drop, there's nothing to do. Fortunately there are a couple of distractions thrown in. Jerry can adjust the telly which has the effect of keeping Tom glued to the goggle-box for a couple of minutes and he can adjust the radio, which rather unhelpfully makes both of them dance about with glee.

I'm afraid the rest of the game isn't even up to that standard of inspiration. The sound is a poor imitation of the Tom & Jerry theme, but the graphics are of a reasonable quality, the sprites are large and well defined, although movement is slow and bulky, Tom being especially bad. However good they were, they couldn't relieve game play which combines being very dull with being very difficult. Not a winning combination.

Tom & Jerry is a license which had great potential for a game, plenty of gratuitous violence and lightning pace, all Magic Bytes have put into this is the barest minimum to get it into the shops with a nice piccy on the back with the hope that some hapless soul hasn't read a review like this. Less of a Merrie Melodie and more of a dismal dirge, Magic Bytes should stick to songwriting, here's a gem from their instruction manual: 'Dutch cheese is red/ Danish is blue/ German cheese smells like an old jogger's shoe.' **Mark Heley**

64 UPDATE

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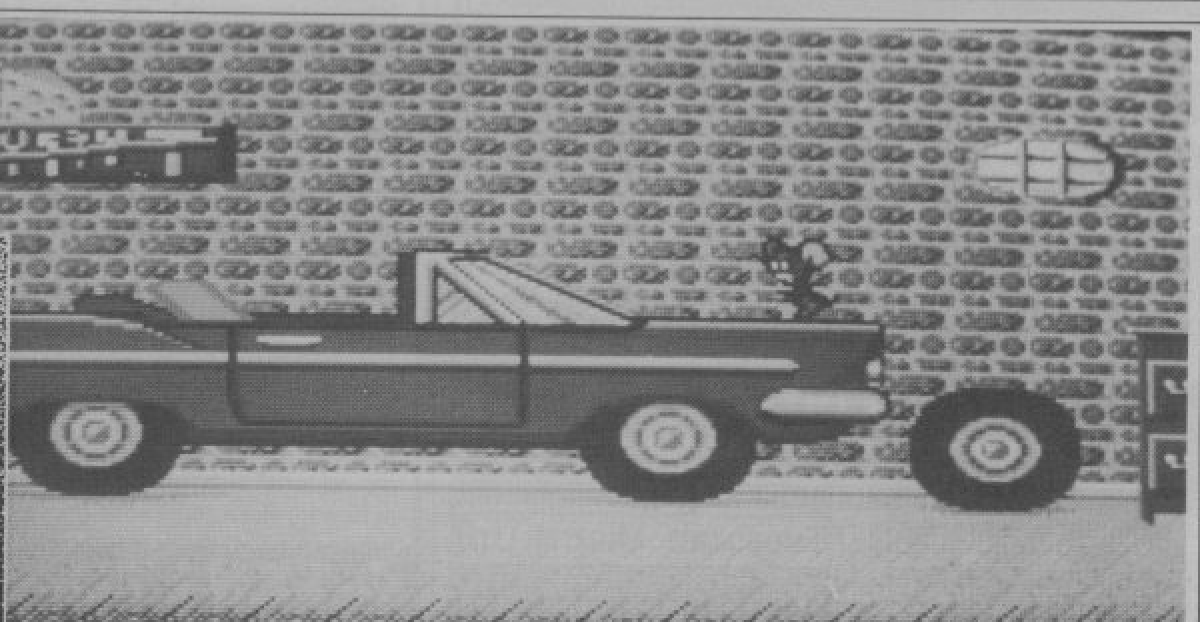
Without the decent sound and graphics of the Amiga, the 64 version has very little to recommend it. They don't even do a dance when you put the radio on. What a swizz.

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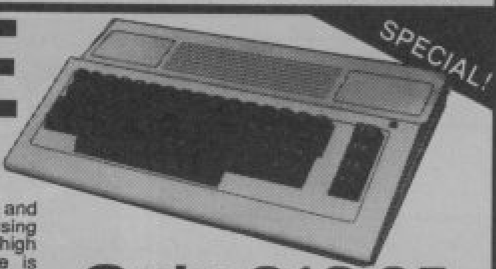


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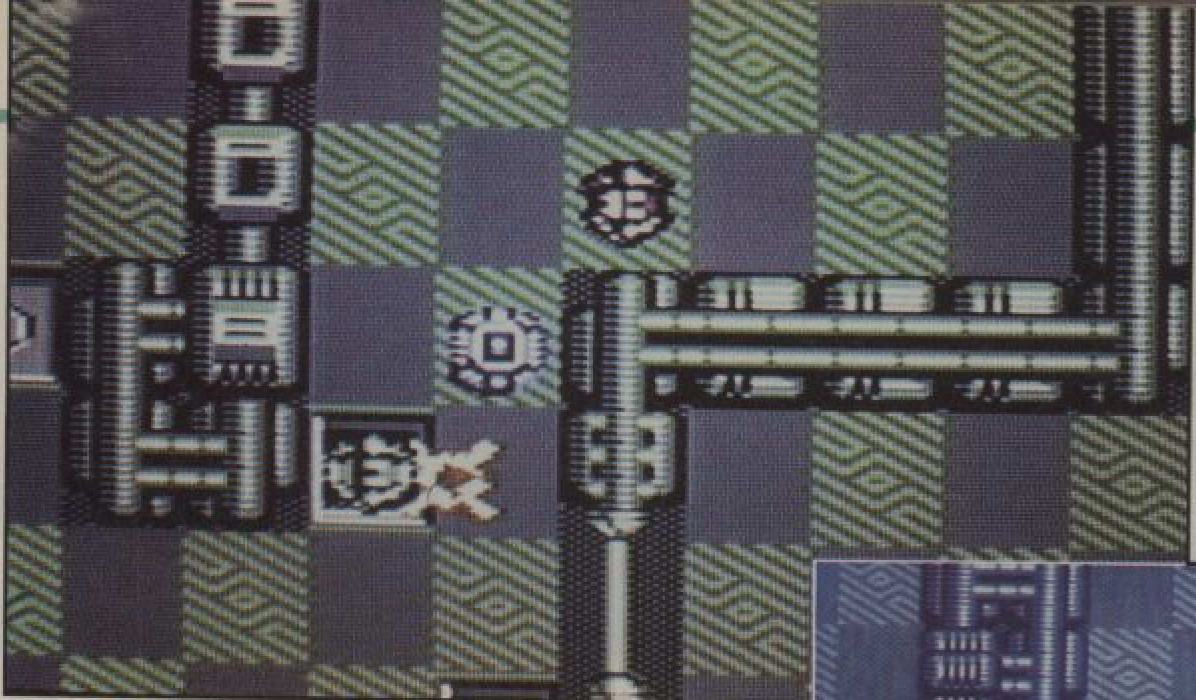
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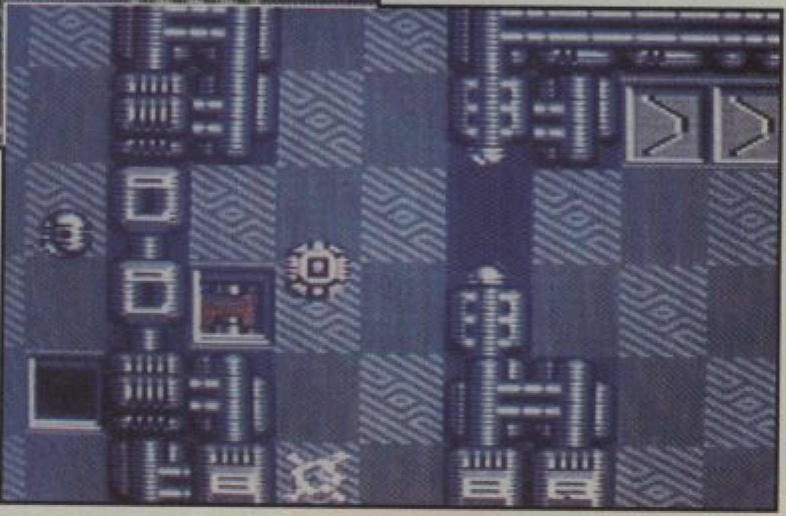
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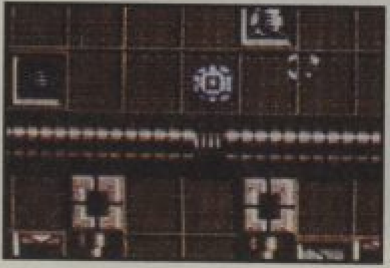
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Opposite. Not a game for squares.
Left. The tin machine.

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A series of eight underground cities has been discovered on a small deserted planet. Unfortunately, when the inhabitants left, they neglected to turn the electricity off, and consequently the cities' defence mechanisms are switched on and fully operational. It has been decided, therefore, that instead of sending in poor humans to get shot, electrified, blown up or crushed, droids will be sent instead. So, from the safety of the control centre, you must guide a droid through the eight cities to secure the technological secrets of this long dead race (which presumably doesn't include an electricity cut-out device).

Each of the eight cities is built on two levels, interconnected by lifts, and reaching the exit of any city will involve moving between the two levels to progress. The cities are, of course, bristling with defence mechanisms, which emerge from the various traps you will inevitably encounter as you move. Firstly there are guns, which can fire in four directions, either diagonally, or vertically and horizontally, or in all eight directions on later levels. Droids will also be encountered, which just get in the way at first, but fire at you or ram into you during the later stages of the game.

Fortunately, your droid hasn't been sent into the bunfight completely without armaments, and whilst not exactly overburdened with weaponry on the early stages, you are adequately equipped. You can also tool up as you progress, which is done by accessing the various service hatches you encounter. Some will provide better weaponry, whilst others will refuel the droid or open up passageways, for example. You can also capture and control an enemy droid, which will then sit in a square adjacent to the one your droid occupies. You control the movement of the captured droid, and can use it in various ways — for cover whilst firing from behind it, as a plug to block a trap and stop enemy droids emerging, or as a battering ram to destory droids or gun installations.

The gameplay of *Citadel* is difficult to describe. It combines elements of *Paradroid, Archon,* and many other games in a thoroughly entertaining way. It is, perhaps, one of the very few games to successfully combine chunks of strategy and brainless slaughter in equal amounts, without diluting the appeal of either. When your droid is stationary, for example, the defence droids and guns cannot detect your location, which gives you ample time to work out your next move. If your droid is moving, however, all manner of mayhem is let loose, with guns firing and droids chasing you.

The city layouts aren't exactly straightforward either, having a maze-like design which is going to require mapping if you are to get anywhere. Fortunately, mapping is aided by the chequered floor design, which also allows you to judge when you are about to come within range of an enemy gun installation. For these reasons I found myself advancing slowly, picking off guns and droids where possible, rather than charging around firing mindlessly.

Gameplay aside, the graphics and sound on *Citadel* are excellent. Each of the cities has its own particular look, each presented in colourful and detailed graphics, with impeccable scrolling. The metallic tune and sound effects complement and enhance the look of the game, and it is quite obvious that the author, Martin Walker, has spent a lot of time in getting the graphics and sonics just right. This all makes for a tremendously addictive game, which should have wide appeal amongst gamesters, and which proves that when it comes to brilliant gameplay, the 64 can hold its own against the 16 bits.

Sean Kelly

Activision
Price:
£9.99 cass
£14.99 disk

SOUND	84%
GRAPHICS	83%
PLAYABILITY	80%
LASTABILITY	86%

85%



BARBARIAN II

CU SCREEN STAR

Since Palace's barbarian first heard the exhortation 'Prepare to die!', few games have been seen on any format so testing or so bloodthirsty. From its inception as a beat 'em up on the 64 through to an arcade adventure which combined combat with maze exploration, Palace have consistently improved upon their original idea. *Barbarian II* on the Amiga is no exception.

Amiga owners who complain bitterly about straight port overs from the ST will be placated somewhat by the extra effort that has gone into their version, or at least the impressive introductory sequence. Reminiscent of a really hot demo in its confidence and flourishes, a skeletal hand pierces a still of the barbarian and beckons "Follow me". You are then given a verbal command to choose between the hirsute neanderthal or the spriteliness of Maria. Then, as you're told to insert disk two a skeleton appears laughing hysterically — presumably at your impending doom. It's extremely impressively handled.



Behind you!



Nice shot — a flying header.

The idea behind the sequel is to pursue Drax to his castle and stop him from doing any more damage. This takes you through three levels of action, before you manage to confront The Living Idol, a demon who, finally, is all that stands between you and Drax. The levels are split into three environments: you begin in the wastelands, with volcanoes on the horizon, lava streams and pits which have to be leapt across; this is followed by the caverns, dark and foreboding, these contain streams of slime and more bottomless pits; finally you have to make your way through the castle



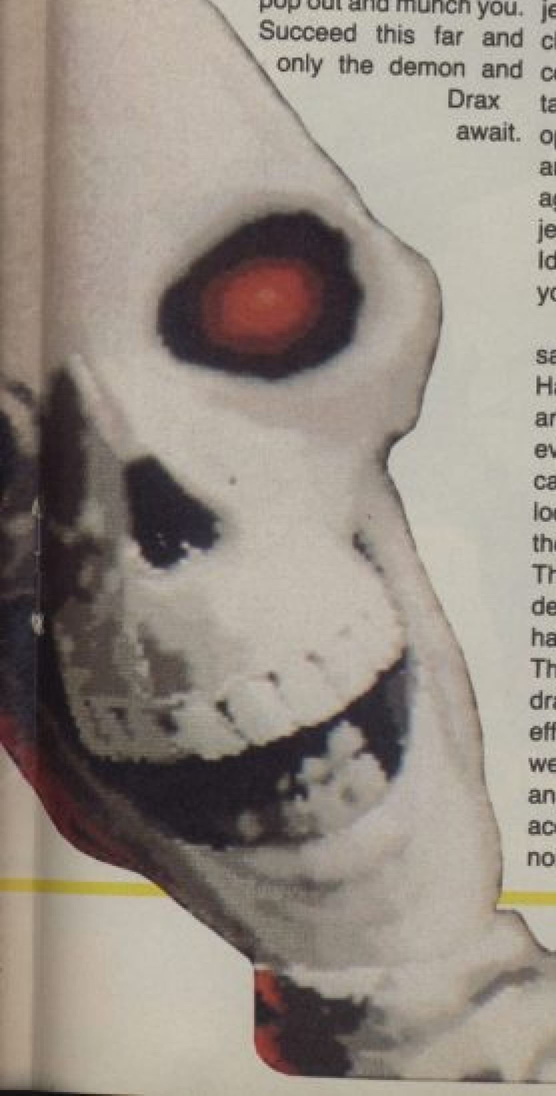
Palace Software
Price: £24.99

Beast swotting Maria style.





Mmm! Head on a stick, my fave!



dungeons — pitjumping has to be timed to perfection here or a beastie is likely to pop out and munch you. Succeed this far and only the demon and Drax await.

The layout of the maps is identical to the 64 version, but the location of the various magic objects you need to collect has changed. These are crucial to completing the game. Most important are items like keys which open the portculis in the castle and the shield which guards against the demon's fire, and the jewel which disables the Living Idol which you must pass before you can get at Drax.

Barbarian II is essentially the same challenge it was on the 64. Hack your way past the gruesome array of creatures that pop up every few moments, jump and run carefully through the screens and locate the objects. The nature of the game hasn't developed any. That might disappoint the more demanding among you, but it's hard to criticise this conversion. The graphics are large and well drawn. There are plenty of neat effects to complement them as well — head-chopping, mauling, and merciless clubbing — all accompanied by brilliant sampled noises. Sound is superb with numerous grunts and groans, a brilliant dropping cry as you disappear down a pit and beefy thwacks as you lay into the beasts. The manic clucking of the mutant chicken will be enough to send you running in the opposite direction eventually.

There is something undeniably 8 bit about *Barbarian II*. Its conception and gameplay are tried and tested, but that really doesn't put me off, it's too well executed. It's still a must for fans of decapitation everywhere.

Mike Pattenden



He plays for kicks.

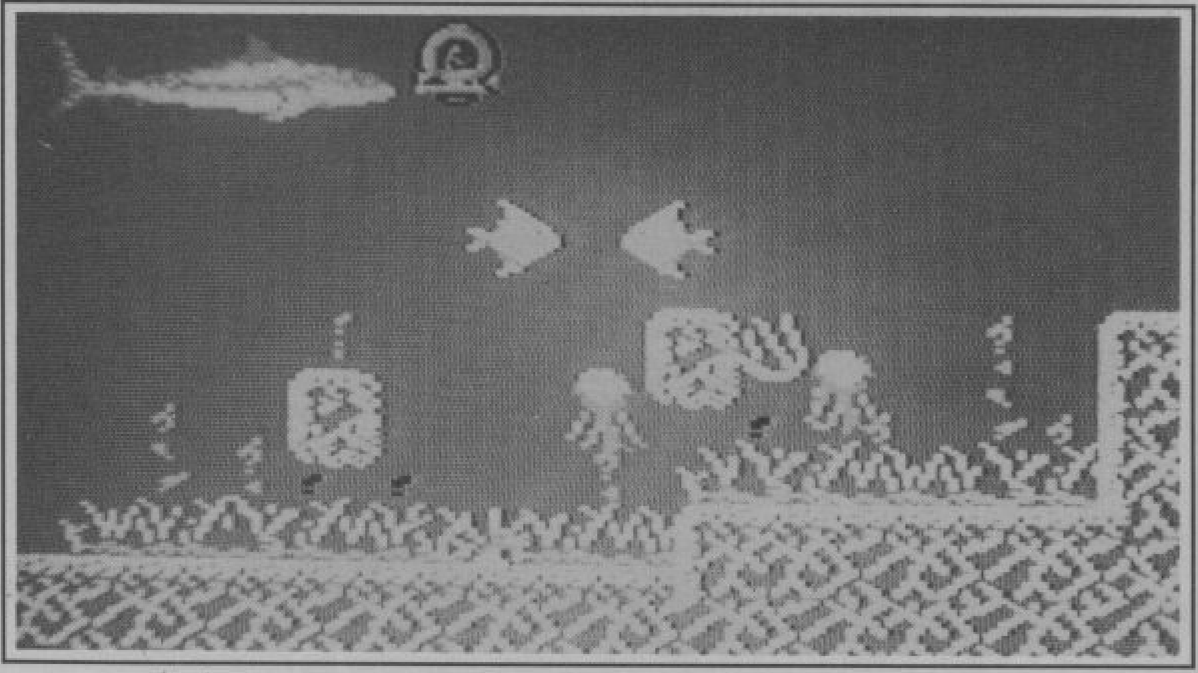
SOUND	88%
GRAPHICS	85%
LASTABILITY	88%
PLAYABILITY	85%

86%

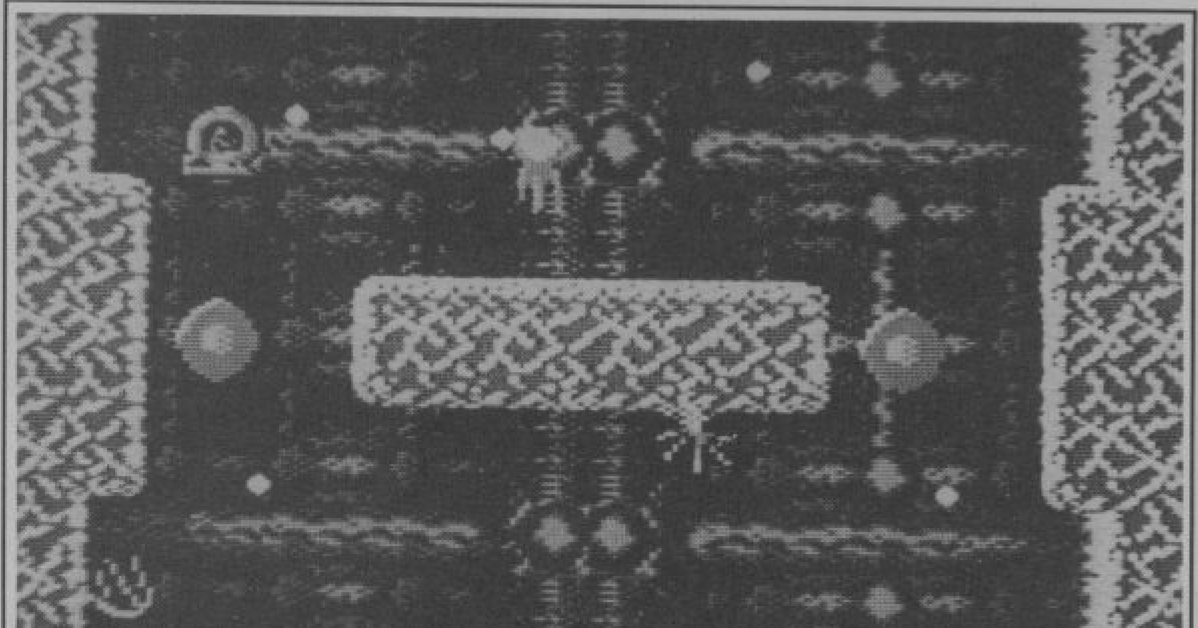

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JAWS

64 Screen Scene



Strewth! Shark attack. . .



Screen 7
Price:
£9.99 cass
£14.99 disk

Amity Island is in the middle of a crisis. A female swimmer was almost completely eaten by a huge shark. All the police have been able to deduce from what's left is that she had dandruff — they found her head and shoulders on the beach.

It is your job as the leader of a team of divers to search out and kill the shark (nicknamed Jaws) before too many more swimmers get chomped. Unfortunately the weaponry required was on board a ship that sank on a nearby reef. Your first task is to locate and recover the four bits of a gun and then find the mega-bullets needed to kill Jaws and win the game.

Basically, *Jaws* is one of those games in which you search a large map for different items whilst killing anything that moves. Like so many other games of this type the playing area lacks variety and becomes very boring VERY quickly. After about five minutes you start to realise that you've probably seen everything that the game has to offer, another five minutes and you'll be reaching for the on/off switch (if you're still conscious that is).

Some of the sprites are quite reasonable but are let down primarily by the game itself, and also by the lack of animation and variety. The graphics that make up the backgrounds are not as good as the sprites and some of them could quite easily be mistaken for corrupt blocks.

Sound is just about on par with the rest of the game. All you get is a semi-decent rendition of the *Jaws* theme tune and a few feeble sound effects.

If the game had been based more closely on the film then *Jaws* could have been a real winner but as it stands I just can't see anyone getting any enjoyment out of it for more than about half an hour.

You won't have to bother killing *Jaws*, I think that Screen 7 have done that quite adequately themselves.

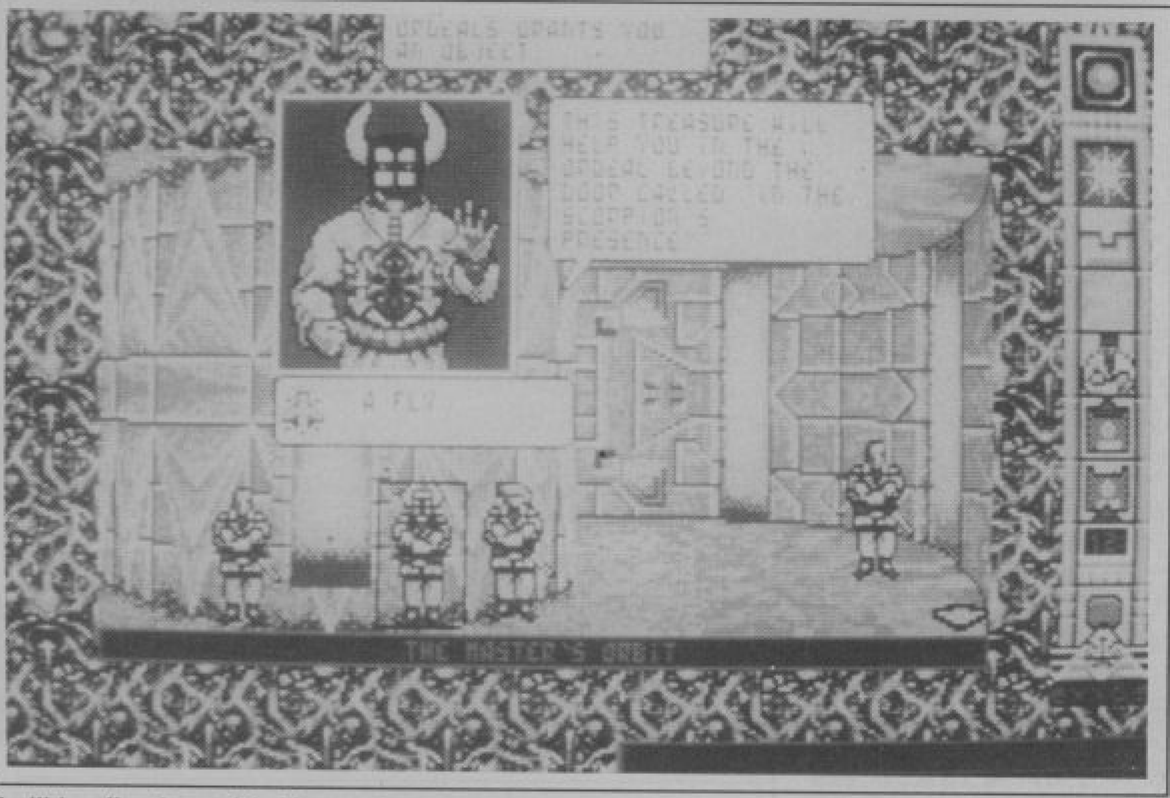
Mark Mainwood

GRAPHICS	**51%**
SOUND	**35%**
PLAYABILITY	**28%**
LASTABILITY	**19%**

29%

KULT

Dungeons and Dragons has always been defined as the definitive role playing game. It had to be expected that D&D would soon make its appearance on the home computer — and it did. The first computer RPGs were nothing more than text adventures. Then multi-player elements and character selection came to light. Now RPGs contain more bytes than any other computer game. *Kult* is no exception. It combines elements of role play with innovative arcade adventure-style gameplay. Sadly the software house feel they have to hide it all behind a mass of mind-numbing pseudo sci-fi scene setting in the instruction manual.



You'll be offered a useful object at the start of each game.

To cut a very tedious story exceedingly short, you play Raven, an estranged psi-mortal who has set off to a temple in order to rescue his buddies. The only way of doing that is by solving a series of tasks throughout the temple to attain the rank of Divo, then face the high Priestess. The tasks mainly involve taking something to somewhere, twisting a few levers, and collecting a skull. Sounds easy? First find the locations and avoid any traps, as well as aggressive guards.

Whoever designed the temple should be given a special award for managing to get so many colours in at once, without making it pukey. The movement around the temple couldn't be easier. A mouse-controlled cursor changes shape in accordance to the area of the screen it's in, helping you to decide your next action and making sure that you don't miss anything. The temple is circular with a series of rooms running from the epicentre. Each one forms a layer of the puzzle by setting a problem for you to overcome.

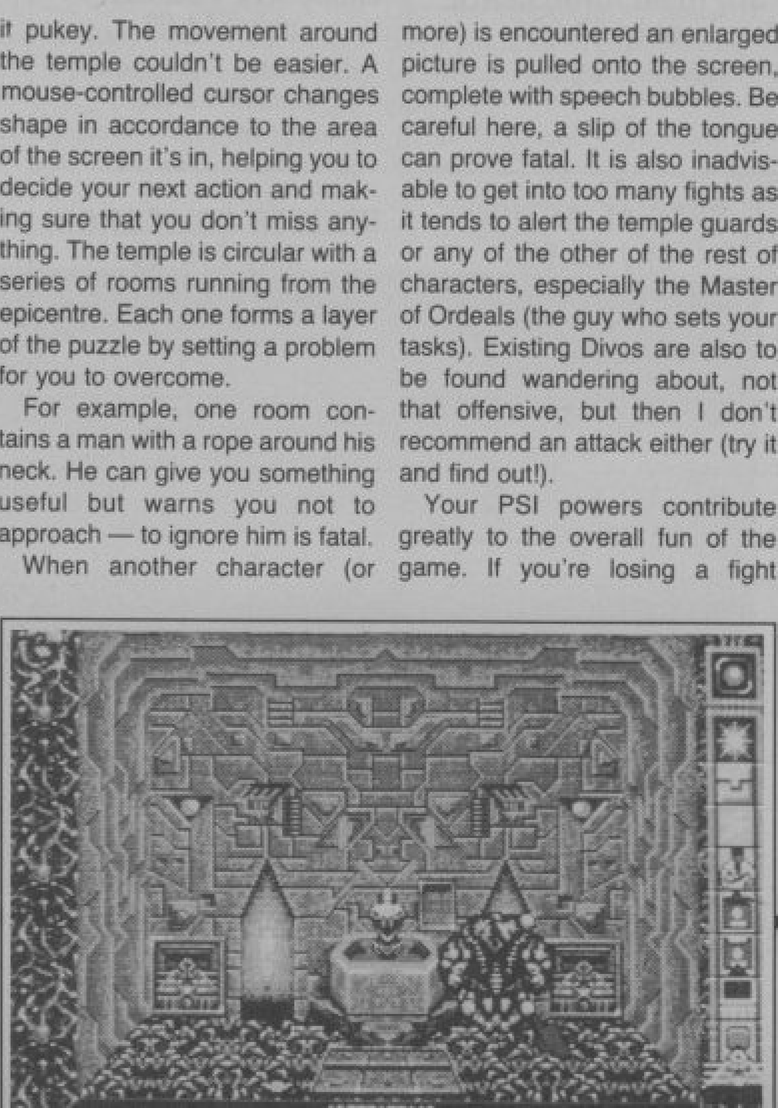
For example, one room contains a man with a rope around his neck. He can give you something useful but warns you not to approach — to ignore him is fatal.

When another character (or more) is encountered an enlarged picture is pulled onto the screen, complete with speech bubbles. Be careful here, a slip of the tongue can prove fatal. It is also inadvisable to get into too many fights as it tends to alert the temple guards or any of the other of the rest of characters, especially the Master of Ordeals (the guy who sets your tasks). Existing Divos are also to be found wandering about, not that offensive, but then I don't recommend an attack either (try it and find out!).

Your PSI powers contribute greatly to the overall fun of the game. If you're losing a fight switch on the PSI extreme violence power and you instantly wipe the mat with the opposition. Other powers range from a magic light, through sticky fingers (which allows you to climb up walls), up to brain warp which mind numbs a person of your choice. All have one thing in common, they drain your energy, fast. So don't overuse them.

Superb graphics and excellent sampled stereo sound help enhance *Kult* no end. What it does lack though is the particular atmosphere that needs to be generated by an RPG to give it that special something. On the positive *Kult* is a great, long lasting game, if just short of classic.

Mark Patterson



Exxos
Price: £24.95

SOUND	**87%**
GRAPHICS	**89%**
LASTABILITY	**81%**
PLAYABILITY	**80%**

80%

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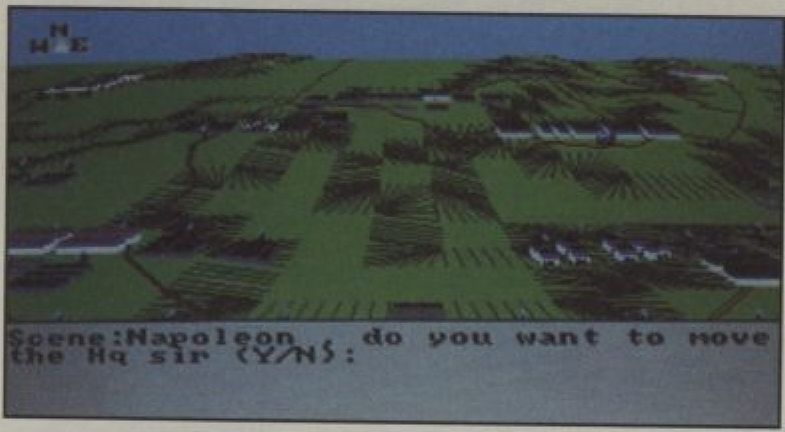
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WATERLOO

Not a new Cinemaware train simulation, but probably the best wargame I've yet to see on any micro. This re-enacts the historical turning point in Napoleon's career where the Duke of Wellington guided the English to victory.

In many ways *Waterloo* will be especially attractive to the more advanced player. All orders are given by you to your subordinate Commanders who then scurry off to the divisional Generals who in turn will execute the orders upon the various battalions of infantry, cavalry, artillery units and so on. It's at this level that the communication barrier breaks down and commanders will override your order under the pretence of better local knowledge, or just out of pure cowardice.

As with the real life job of a commander in the field of battle it's not just the troops movement you have to be concerned with. Supplies need to be hauled from one side of the field to another. Seeing as the radio wasn't going to be invented for another couple of hundred years all communication is forwarded by runners. This means that your orders, if they reach the general, often take quite a while to be carried out from the moment they're issued, so a lot of planning ahead is required.

Unlike similar wargames the commanders' view of the battlefield is limited to the position his camp is. So like the real thing if you want to see more you're going to have to pack up your kit bag and move, often taking risks through the battlefield. Unit view is also very limited for this reason. Often the indication for how well or bad a unit is doing comes through verbally and can be out of date or inaccurate.

The 3D graphics are every bit as good as *UMS* with the addition that they're coloured. But owing to the complexity and attention to detail in takes a few seconds to draw up each screen.

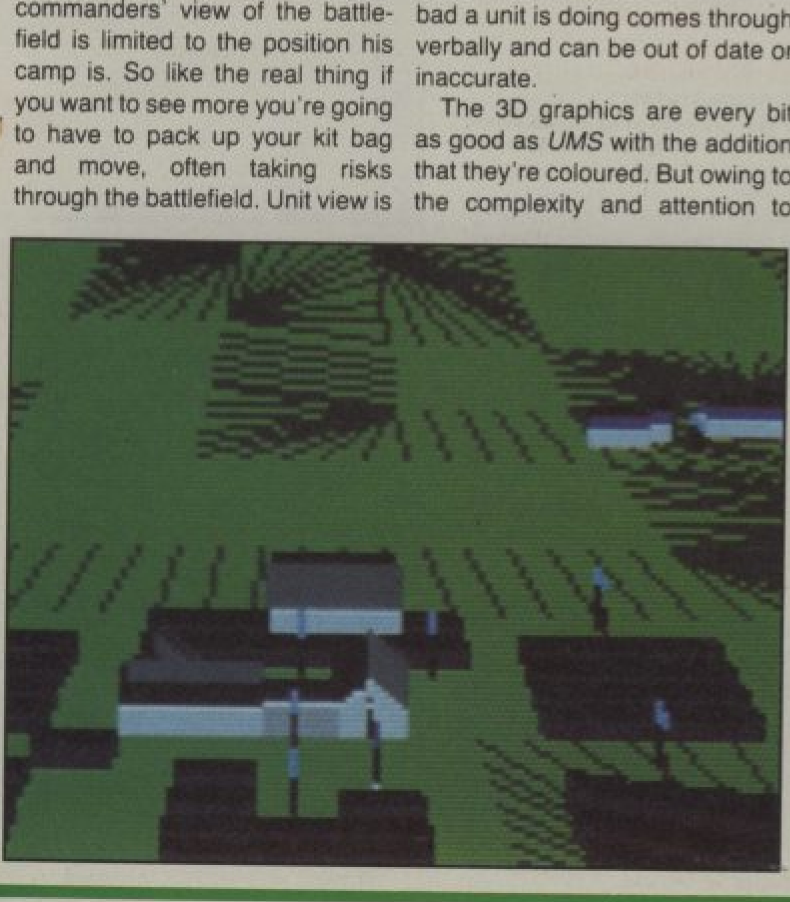
Units can be selected by clicking on them with the mouse pointer, or by issuing a verbal order through the keyboard, although a nice yes/no system works round some of the more tedious parts of the game. If you should feel that you are being kept in the dark by the enemy and your spies at the start of the game you can select an option which will print up the opposition's battle messages, too, making life a little bit more revealing.

Although moderately complex *Waterloo* is surprisingly easy to get into and guarantees playing stints of several hours a time. Highly recommended.

Mark Patterson

CU SCREEN STAR

Waterloo
Mirrorsoft
Price: £24.99



GRAPHICS	**84%**
SOUND	**n/a**
PLAYABILITY	**87%**
LASTABILITY	**88%**

88%

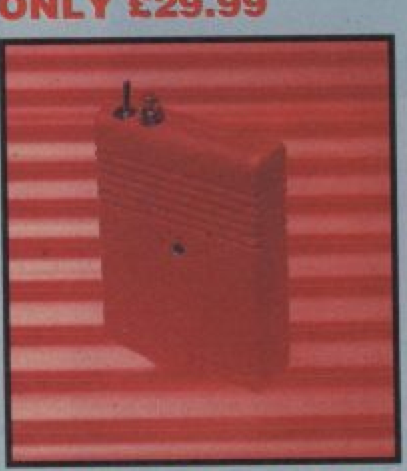
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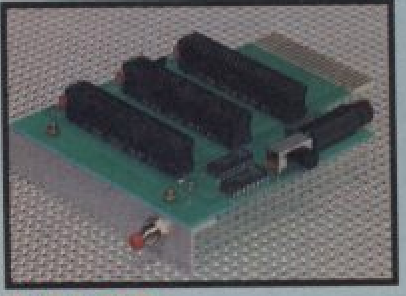
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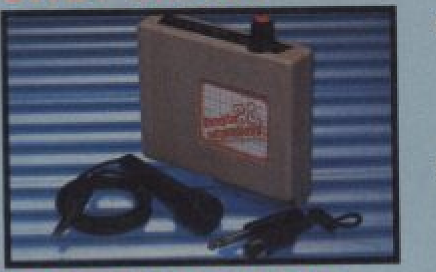


MIDI 64

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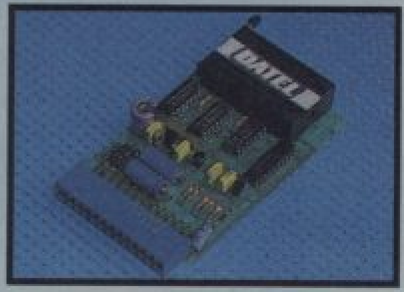
- 32K pseudo ROM.
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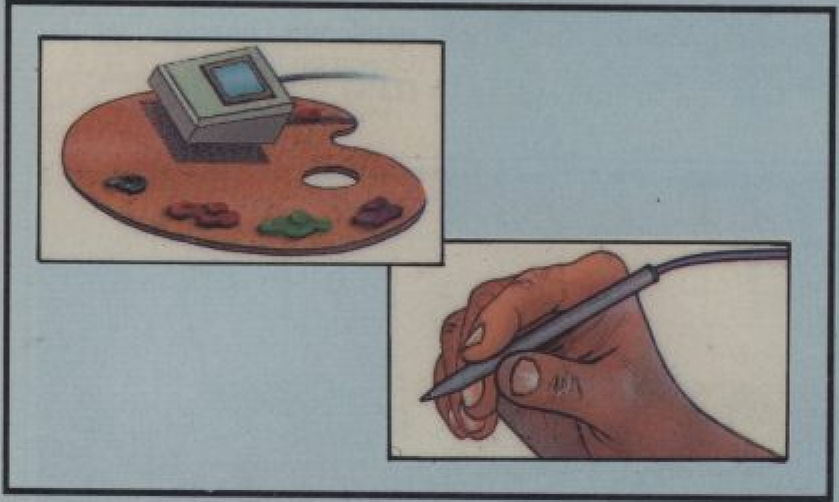
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STORM WARRIOR

Encore

Let me get this right. A completely new game on the Encore label? But I thought. . . Oh, never mind. *Storm Warrior,* written by the authors of *Forgotten Worlds* as the inlay is at pains to tell us several times, has you saving the land from an evil witch by slaughtering everyone you encounter with your sword.

A bog standard flip screen beat 'em up game with some nice touches and a decent tune, but ultimately nothing special.

(53%)

SCOOBY DOO

Encore

Shaggy, Thelma and the two that look like Barbi and Ken have been captured by a mad scientist, who presumably is aiming to do mad scientific things to them. Scooby, of course, being the brave dog that he is wants to rescue them. His way is blocked by ghosts and demons, which Scooby eliminates by punching and collecting scooby snacks along the way for bonus lives. A fairly entertaining scrolling beat 'em up, nicely animated, but which is limited by lack of variety. Colour and soundwise, it doesn't look much better than the Speccy version.

(60%)

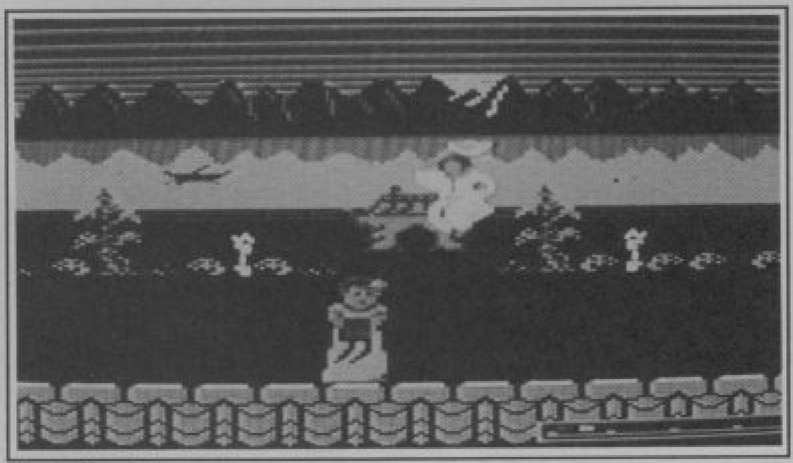
DEEP STRIKE

Encore

Another Durrel re-release from yonks ago, which this time has you taking on the Red Baron and various other Johny Foreigner types in aerial combat. You control a bi-plane, in which you should, according to the scenario, defend your self whilst bashing the nasty Hun. In reality, this proves practically impossible, as your own planes get in the way, so you blast them as well. Much more fun.

A fairly attractive and entertaining game, but a bit awkward to control. It tends to slow down dramatically when there's a lot going on on the screen.

(62%)



Yie Ar Kung Fu.

YIE AR KUNG FU

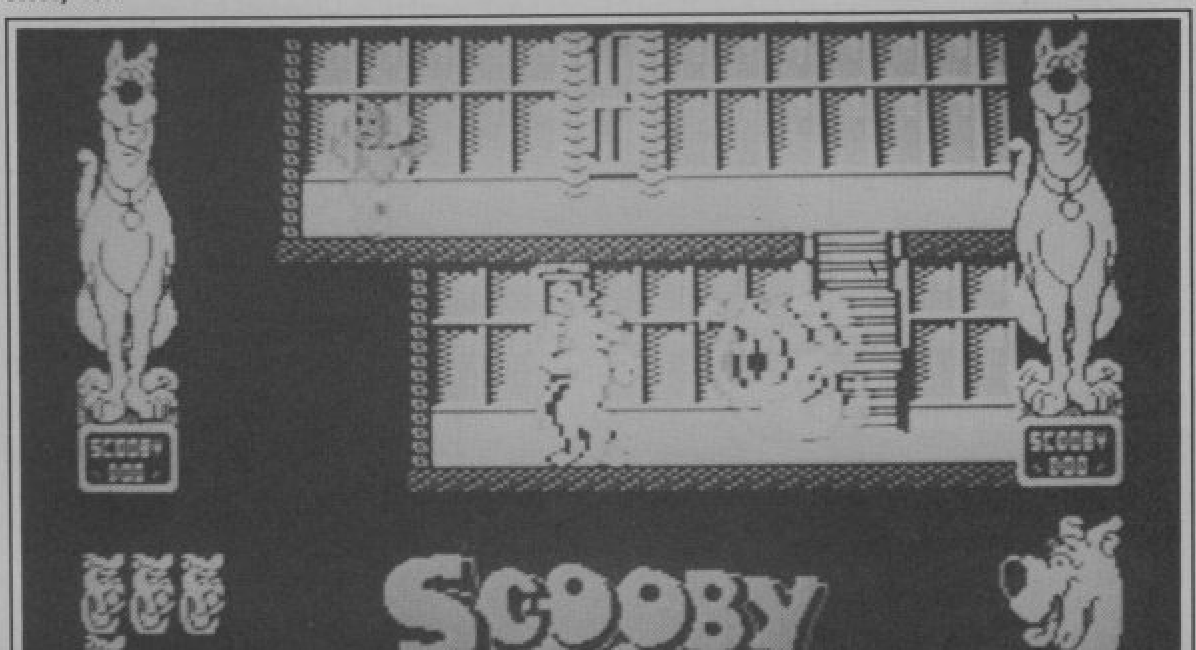
Hit Squad

Another re-released Ocean coin-op conversion, this time in the shape of Konami's oriental beat 'em up. *Yie Ar Kung Fu.* Long since surpassed as a top combat game, this is still worth a look.

Take on a succession of fighters in an attempt to become a Grand Master it says, but *YAKF* has nothing to do with chess. Expect plenty of hopping around, pirouettes and kicks in the goolies from this. Colourful and challenging, it keeps up the high quality of re-releases already set by Ocean on this label.

(73%)

Scooby Doo.



ADVANCED BASKETBALL SIMULATOR

Mastertronic

Absolutely no prizes for guessing what this is. A straightforward version of basketball for the 64, not suprisingly. You control a team of two players, against either the computer or a friend, in a side on of a view scrolling pitch. Imported from America, we suspect, it is certainly well programmed, and once the controls are mastered, it is suprisingly good fun to play. *ABS* is let down by an incredibly stupid loading system, but if you can put up with reloading every time you want a new game, its worth a look. That's if you don't have one of the mass of basketball games already available.
(76%)

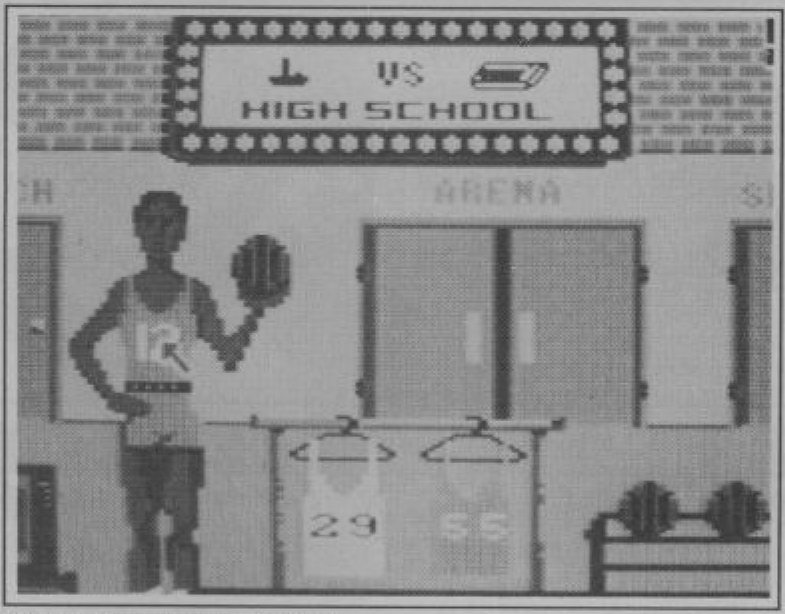
RESCUE ON FRACTALUS

Mastertronic

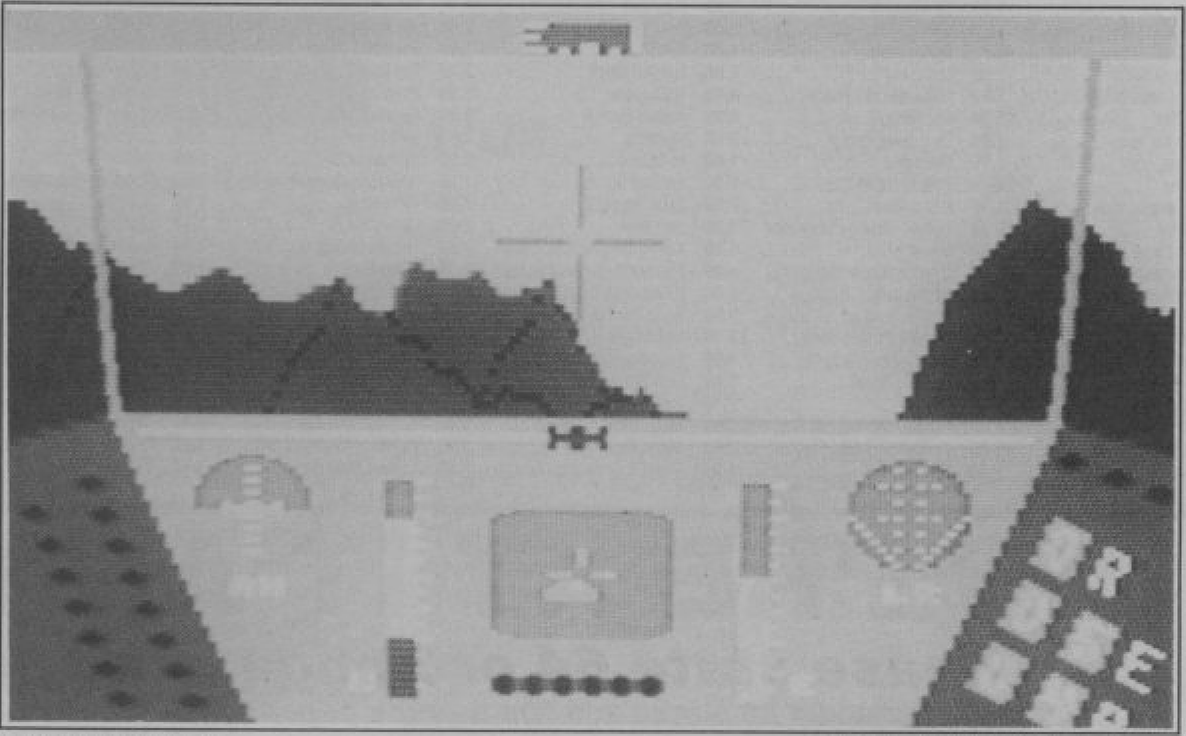
A re-release of the old Lucasfilm/Activision game, in which you must rescue various stranded pilots from the surface of the planet Fractalus. This involves piloting a craft through treacherous mountains, whilst blasting the UFO's and gun stations, and landing whenever you pick up a pilot on the radar.

As you may guess, the scenery of the planet Fractalus is generated using fractals, which makes for a smoothly regenerating planet surface, and the quality of the graphics greatly increases the appeal of the game. It looks a bit dated and blocky, but it does boast addicitive gameplay and nice sounds. An unusual and for its time innovative game which is definitely worth the asking price from Mastertronic.
(85%)

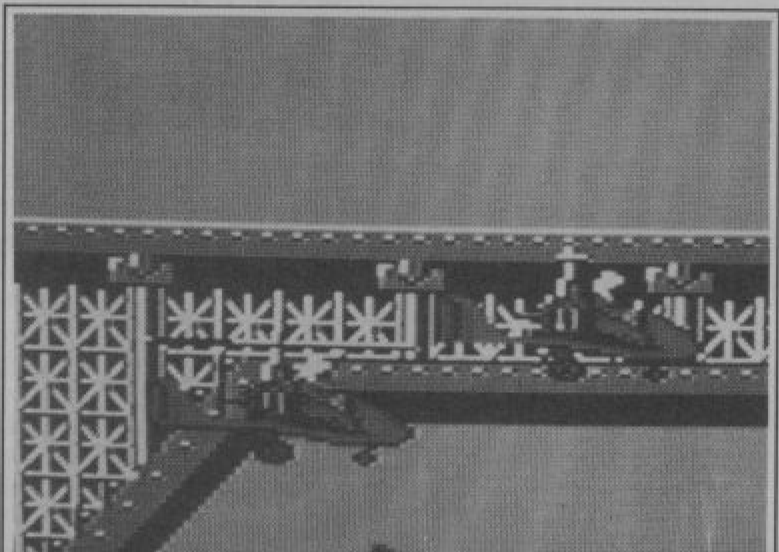
UP



Advanced Basketball Simulator.



Rescue on Fractalus.



Green Beret.

SABOTEUR II

Encore

A re-release of the 1987 sequel to the best-selling *Saboteur* from Durrel, in which you must avenge the death of your ninja brother. This involves charging around 700 screens of platforms and ladders, collecting cards to redirect a missile and then escaping in one piece. Strange way of exacting revenge if you ask me, but then I'm not a ninja. Nice big figures and plenty to do should keep those with a penchant for ninjaing happy for quite a while. One of the few games you get to play a female character in — though it's hard to see the difference.
(68%)

GREEN BERET

Hit Squad

Ocean's conversion of *Green Beret* still remains a high point for them. The Taito beat 'em up was faithfully reproduced in virtually every respect. As scrolling horizontal beat 'em ups go, *Green Beret* spawned hundreds of imitators at home and in the arcades.

Ocean's conversion of the game was done by Dave Collier, with sound by Martin Galway, and it's a testament to the quality of their work that the game remains as playable as it is. The backgrounds are immaculate, with good effects and effective animation. The challenge is still a tough one and a three quid it's one you can afford not to miss. Re-release of the month.
(91%)

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CU UPDATE

Minutes before the deadlines and four games arrive. Lesser mags would make you wait a month. Do we? No. We're too kind, we are.

HIGH STEEL

Screen 7
AMIGA

As one of the country's highest paid construction workers, your job is to build concrete and steel buildings as fast as possible, in this strange game from Screen 7. There are of course hazards to prevent this being an easy job, such as falling bricks, aliens, and crawling bombs, each endeavouring to prevent the structures getting built.

The graphics are almost cartoon like, brightly coloured and extremely crisp and effective. There are sound effects for just about everything, but unfortunately they in no way match up to the quality of the graphics. Gameplay wise, it certainly won't have you rabidly tugging the joystick in all directions, but building each structure does have an appeal, and becomes almost puzzle-like at times. An attractive and unusual game which defies categorisation.
66%

PHOBIA

Mirrorsoft
AMIGA

Phobia on the Amiga does not measure up to its predecessor on the 64, unfortunately. It is a horizontally scrolling shoot 'em up, and the scrolling is fine, the screen colourful, but there is simply too much going on at once on the screen. At times it is impossible to get through a wave of aliens, as there are so many, in addition to bullets, bombs and missiles all aimed squarely at your ship. A difficult game is fair enough, but this is crazy. Sound is about average, which pretty much sums up the rest of the game.
63%

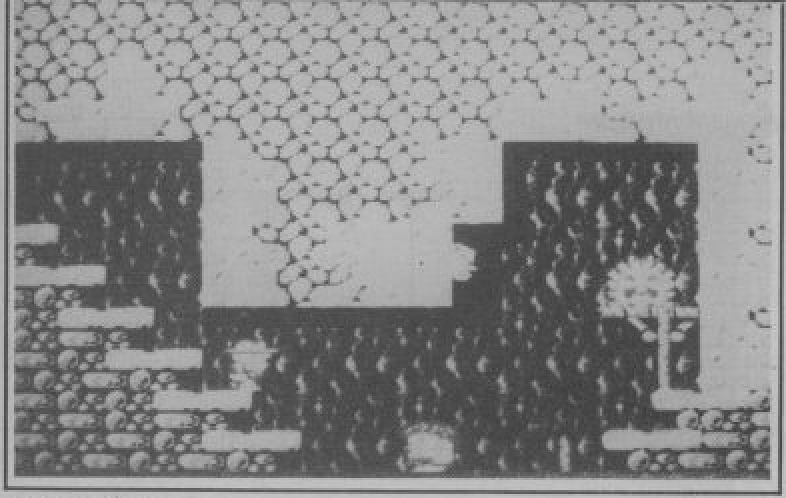
RICK DANGEROUS

Firebird
AMIGA

Tony Dillon gave the C64 version of *Rick Dangerous* a well-deserved 84% a couple of months ago, and the Amiga version is, fortunately, every bit as good as the earlier incarnation. The gameplay is practically the same in this flip screen arcade adventure, but obviously the sound and graphics have been enhanced.

There is an atmospheric little tune at the start of the game, and brilliant spot noises, including a fantastic gunshot and scream sound every time you shoot someone. The graphics build on the strength of the 64 version, with highly detailed but attractively coloured screens throughout.

My one tiny complaint is that it might have been possible to introduce decent scrolling on the Amiga, as opposed to the pseudo-flip screen effect on the 64, but this aside, it is in every way a worthy successor to the 64 version.
86%



Rick Dangerous

SAVAGE

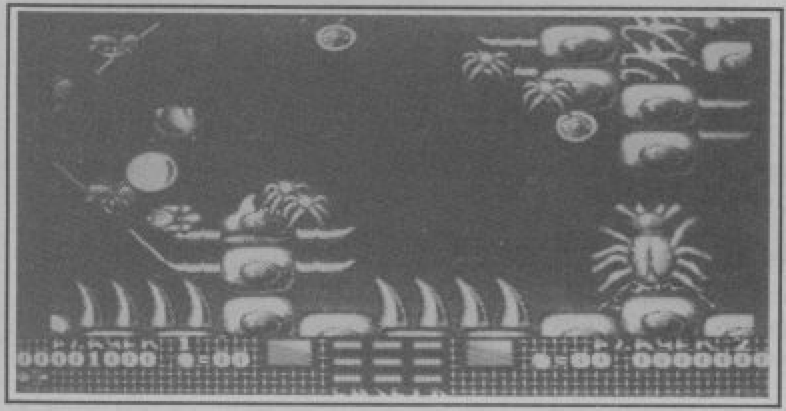
Firebird
AMIGA

We first reviewed the 64 version of *Savage* in November of last year, so methinks a brief recap is on the cards. *Savage* is a three part game, each part linked by a fairly feeble scenario, but thankfully no one buys games for their scenarios.

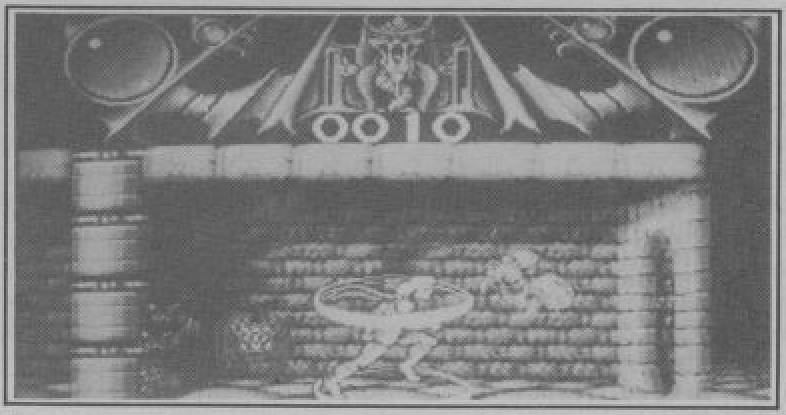
The first part is a horizontally scrolling beat 'em up of sorts, with the main character throwing an endless supply of axes at the constant stream of mutated animals which attack him. Some of these will leave bottles of drink, diamonds or better weapons when they are killed. In the second scenario, you fly through a valley similar in look and style to the *Buck Rogers* arcade game from years ago, avoiding huge monoliths, whilst attempting to shoot skulls which drift into your sights. In the third you are an eagle attempting to locate a maiden through labyrinthine passages and cells.

The graphics and sound on all levels are both excellent, with a brilliant tune on the first level in particular. The graphics are highly colourful and the sprites are large. The animation of the main figure on level one is a little awry when he jumps, but apart from that it is excellent. To sum up, brilliant sound and graphics, and two disks crammed with excellent gameplay.
79%

Phobia



Savage



INTO THE

Keith Campbell goes a-walking by the sea, tries to solve an unsolvable game and wonders how to find Ambrosia. All of this, plus a review of *Deja Vu II* and adventures clues, too.

Robert Isaacs of Wembley is a great fan of Sierra adventures, but is disturbed by how long it takes for them to be released. He is looking forward to playing *King's Quest IV, Manhunter, Leisure Suit Larry II, Police Quest II, Space Quest III,* and *Gold Rush* — "all in a matter of three months after a gap of two years!" says Robert, adding: "It makes me wonder how committed Activision is towards Sierra?".

Activision recently held a Press Reception to publicise Sierra games, attended by Al Lowe, *Leisure Suit Larry* author — not the sign of a lukewarm approach. There have been quite a few Sierra titles released over the last eight months, but it is only the Amiga versions that have been so bunched together. The games are produced on a PC, and then converted to Atari ST, with the Amiga version appearing last. Following the development of their new improved interpreter, Sierra and Activision will hopefully be able to space things out more evenly in future.

In June's Valley, Colin Kennedy was searching desperately for a cookie to give to the little red demon in *Uninvited*. Luc Stynen extends a helping hand from Belgium: "It is not as easy as he thinks," explains Luc. It seems the cookie is in a jar hidden inside the safe. The combination for the safe is found by examining the files on the elements, which are found in the desk in the study. The numbers required are those shown on the scroll, used in the same order. Even then, you'll still have a smashing time trying to get the cookie out of the jar!".

Luc continues with some advice about the light fitting in the bathroom. It is NOT a red herring, as Colin thought, but leads to the final battle in the bid to save your brother. The puzzle involves flooding the room so you can float up and open the fitting, thereby creating another exit. Do this when you hear your brother yell for help.

Melbourne House's *Classic Adventure* has always been a bit of a mystery to me. Written by John Jones-Steele in his Abersoft days, it is based quite closely on the original mainframe *Colossal Cave*. But it is not identical — and therein lies the difficulty in giving definitive clues. The trouble worsens with the C-16 version, since it has been abbreviated to fit into memory.

Stuart Johnson of Oldbury had been having trouble with the troll, and so I advised him to give him a golden egg. Not correct! It seems there is no route past the troll on the C-16 version, so give up trying Stuart! A further variation is that the C-16 has only 13 treasures, instead of the usual 15.

And now for this month's cries for help. Robert Cruickshank of Paraparaumu, New Zealand, wants to know where and why he should yell 'Evocare', and where to dig for exotics, in *Ultima III*. "And where, oh where, is Ambrosia?" he asks.

Tom Mes of Rotterdam is playing *Zak McKraken*. He is sure that he should pick up a seat cushion on the plane, and find a lighter. But every time he tries, the stewardess comes along and tells him to go back to his seat. So how can he get it? Tell me, someone!

"How on Melton Mowbray do you get the amulet of fire in Shard Of Inovar?" asks S. Joyce of Consett. He has tried placing the statuette in the font, which according to the solution I have, should release the amulet. "But when I wake up I still can't get the amulet!" says SJ.

Michael Birch is trying to stop the pollution of the Barren River, in *Pool Of Radiance*. Having entered the temple at Sorcerers Island, he can find nothing to do inside, nor can he find Yarash the Sorceror.

Methods of getting out of the basement in *Rigel's Revenge* have been discussed in The Valley recently. There are two ways it can be done, involving not carrying anything whilst escaping, as I reported in June. Now, Lee Larder of Newport in Gwent, comes up with yet another variation on this puzzle. "There is a very much easier way," writes Lee. "Type DROP ALL THROUGH WINDOW. Then you have no objects so you can squeeze through!"

Don't forget — the Valley Rescue is here to help you with your problems! And any help you can pass on, through me, to other adventurers, will be most appreciated. If you have anything to say on the subject of adventures, write to me at The Valley, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you as soon as possible.

ADVENTURE CLUES

THE BIG SLEAZE:

To get the torch to work, insert battery in flashlight, and switch flashlight on.

SHADOWS OF MORDOR:

If you can't move the raft, you have built it in the wrong place! Try S, NW, SW of where you found the logs.

REBEL PLANET:

The deltractor is in the Cos-Mop.

COLOUR OF MAGIC:

Save Hron from being crushed, and then examine the boulder, if you are to kill Bel Shamaroth.

WOLFMAN:

To escape from the Moonfield, pick a flower in each location so that each has a broken stem. The last location will have a 21 inch stem. From the 15 inch stem, go N, E, N, W, N, W, and N.

To kill the hunter eat the flower.

To enter the monastery kiss Nardia.

ULTIMA IV:

The password to the codex is VERAMOCOR.

QUEST FOR THE GOLDEN EGGCUP:

To escape from God's Dungeon, try digging in the sand.

BARD'S TALE III:

To enter the Black Tower, cast MAFL, SHSP, FEAR, SVEL, SPBI. To get the Black Lens from the Black Wizards, go up the stairs, cast APAR, and go east and up. Kill the wizards and take the lens.

VALLEY

CAMPBELL'S COMMENT



★ Down here in Bournemouth the sun is shining, surfers are surfing, and holidaymakers swarming. We, the residents of this delightful over-65s holiday resort, are having problems with *Shadowgate*.

After working on it for several weeks we are unable to get past the troll, or toll bridge. Please help, otherwise we will have to spend all day down the beach in the glorious sunshine.
Yours getting very brown,

Dan Stride,
Bournemouth.

Campbell's Comment: Just treat the troll like any ordinary holidaymaker crowding you off the pier — push him over the edge with your spear! Please send another letter for me to answer, otherwise I will have to spend all day up on the downs, to get away from all the trippers tripping, and traffic snarling, along the coast here in Brighton!

Now here's a dissatisfied customer, until recently stuck in an alchemist's pentagram. I thought I had been most helpful — but perhaps I should have left him there . . .

★ Once more I write with concern as to *The Lurking Horror*, and also to tell you how utterly useless you are! How dare you insinuate that I hadn't reached the altar? What do yo think I am? A Young Conservative?

Also, I am desperate to get my hands on *Bureaucracy*, but I have heard that an 80 column monitor is required to play it comfortably. Is this true? Is there any way round it?

Oh, by the way, I've just sent off for *The Leather Goddesses* game, and needless to say am sweating in anticipation of its arrival. Pity about the under-18 protection mode (being but 14 years of age) and . . . Oh my God, I've just gone blind!

Thank you for reading this drivel, and please send some useful answers this time . . .

Andrew Reston
Yeovil.

Campbell's Comment: Personally, I find that a well-upholstered portable TV set can be just as comfortable as an 80 column monitor. There is a way round it, but be careful not to trip over the mains or aerial leads. Had you not so tragically lost your sight in anticipation of the girls in leather, I would have suggested that *Bureaucracy* will appear very similar to *Lurking Horror* if played on a telly. And let me remind you, Master Reston, that Infocom games are designed to be played from the keyboard, and do not require the use of a joystick.

And after that accusation of incompetence, how about a pat on the back?

★ I am a big fan of Rod Pike, and would be interested in any new adventures he has released. If possible could you list all his adventures?

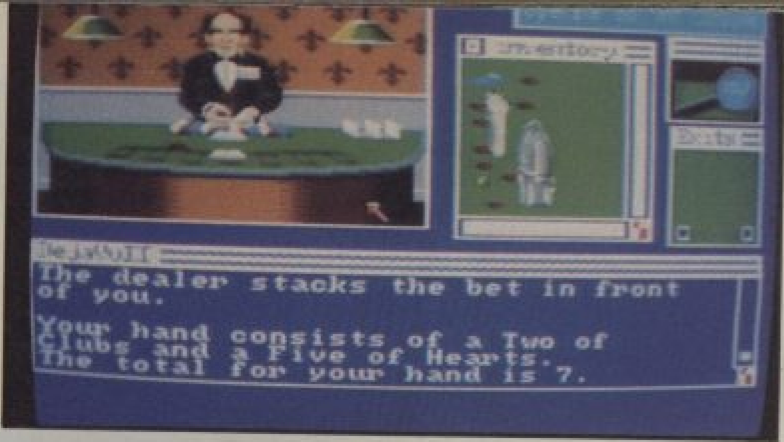
This may seem like a big request, but in truth I think Into The Valley is the best part of the magazine, and I would do anything to make the section bigger.

Keep up the good work.

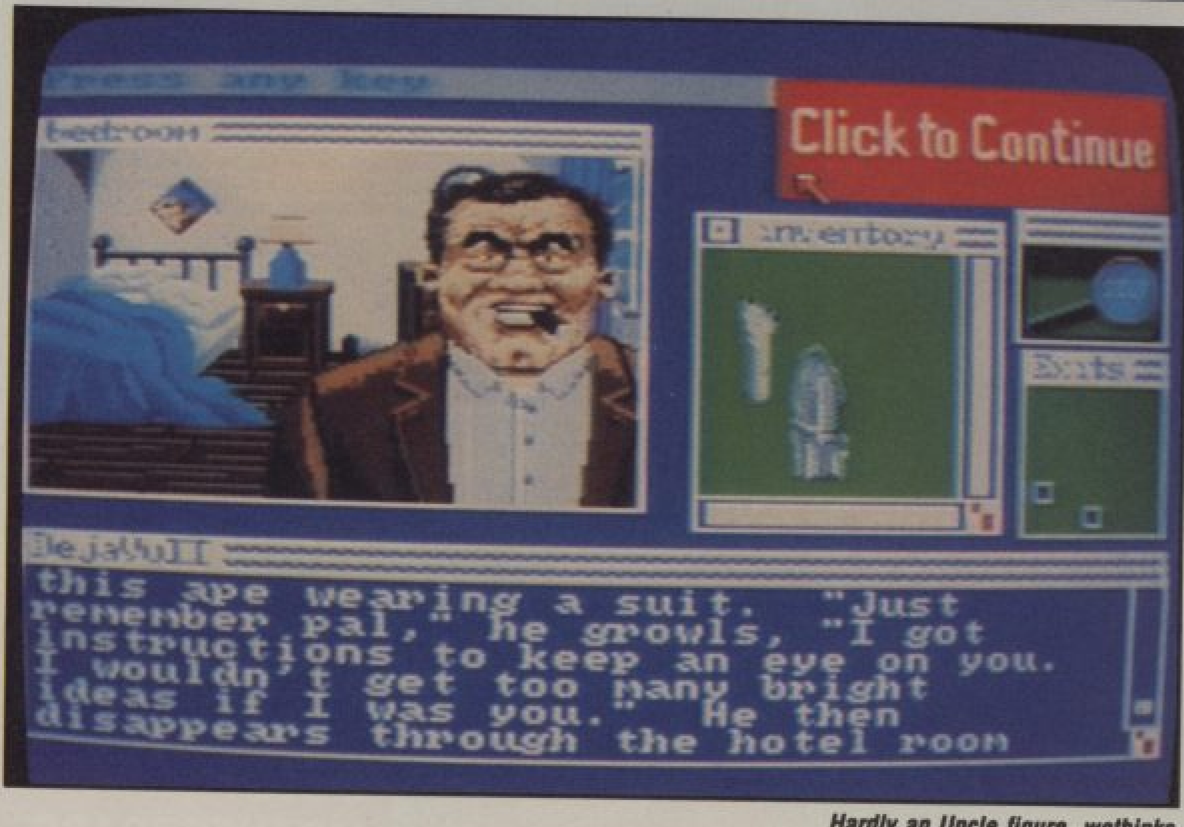
John McColl
Paisley.

Campbell's Comment: Alas, the complete Rod Pike catalogue will increase the size of neither CU nor The Valley by more than a few lines! Rod kicked off with *The Pilgrim*, and followed this with three horror adventures: *Dracula*, *Frankenstein*, and *Wolfman*, all released by CRL. The last three have recently been re-issued as a trilogy. The good news is that Rod is reported to be working on a new horror adventure entitled *Satan's League*, a story about a professional footballer who sells his soul to the Devil to rise to fame — and then the Devil wants his due *(what relegation? Ed)* The bad news is, this adventure may be available only for the Atari ST.

More comment next month.



No deals, Mr Harding.



Hardly an Uncle figure, wethinks.

DEJA VU II
Lost in Las Vegas

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When the original *Deja Vu* was first released on the Macintosh its software technology caused quite a sensation. Two more games in the same format followed, *Shadowgate* and *Uninvited*, and now a sequel to the original has arrived.

Deja Vu II uses the full windowing capabilities of the Amiga, and play is almost 100% by mouse. Word icons are used to enter command verbs, and the picture and/or a graphical representation of a carried object is used to complete the command. Click on EXAMINE, and then click on an object in the picture, and a description of it is displayed in the text window. More common verbs like TAKE or DROP are executed by simply dragging the required object from picture into an INVENTORY window and vice versa.

The verb OPEN, used in conjunction with a container, opens up a window showing the contents of the container. So, for example, to get something out of your wallet, you first 'open' your trousers, revealing the wallet, and then open the wallet. Items can similarly be transferred between the various container windows that are currently open. These windows can be treated exactly like any other window — they can be sized, 'fulled', scrolled, and dragged to any position on the screen.

Moving about is done by double clicking either on an exit shown in the picture, or on a mini plan view of the room in which exits are highlighted. If the exit isn't open, the first double click on it will open it — provided that it isn't locked.

If that isn't enough, there is extensive animation within the picture. But, disappointingly, on the Amiga there is no sound — and the digitised sound of a railway station, with steam trains arriving, and porters shouting 'all aboard!' is sadly absent in comparision with the Atari ST version. The Amiga picture, too, when using a TV, is of poorer quality than that on the ST, and the window titles are very indistinct.

But what of the game itself? You're Ace Harding, back again after being cleared of the murder of Joey Siegel. This time you're being chased by mobster Tony Malone over a little matter of $112,000 of his cash — cash which Siegel hadn't accounted for at the time of his demise. Malone suspects you have it, and gives you just one week to get hold of it and pay up, or else. . . And just to make sure he doesn't lose track of you, he assigns Stogie, one of his heavies, to keep a watchful eye on your movements.

At the start you find yourself in a dingy hotel room in Las Vegas, and soon reach the conclusion that a visit to Chicago would be a good idea. The local train service is quite frequent but unfortunately costs money. Let's hope you get lucky — or wise — in the casino!

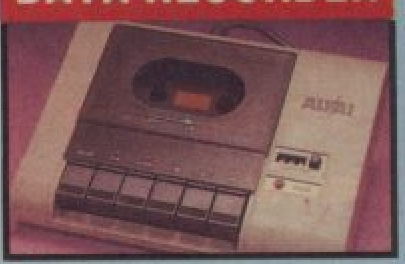
Deja Vu II is a worthwhile but not an easy game. How can you get past the morgue attendant, for example? To what use can you put the hidden secrets you uncover in Joe's Bar? Attention to detail and perseverance are needed to progress through the story, but will prove rewarding and result in an entertaining and enjoyable adventure.

GRAPHICS: 76%
PLAYABILITY: 81%
PUZZLEABILITY: 90%

83%

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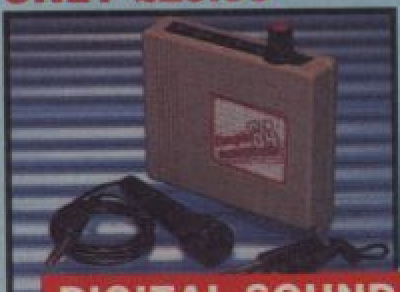


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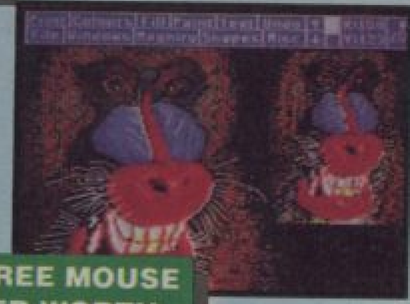
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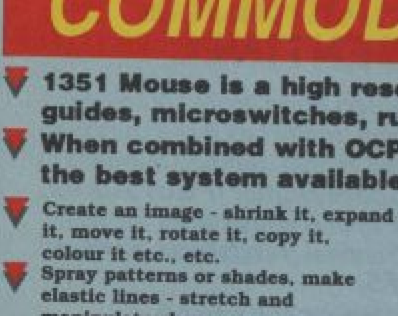
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HELPLINE

RESPONSES

LAST NINJA

*First off we have Stian Birkeland's response to P. Bradshaw's request for some advice on the "palace garden" level of The Last Ninja (**June issue, ref E1.**)*

Head for the amulet first, crossing the water to get there. Now return, heading for the apple, which is hidden among some rushes on the room indicated.

Now get the rose, remembering to hold the glove before you do so. Head for the Buddha, somersaulting (long jump) over the small stream just before you get there, and give him the amulet. Before doing this, however, set your weapon use to zero, as you would for the Buddha or fountain normally.

Water — West to East: two longs (screen changes), followed by short, medium, long, starting from the bottom of the path right at the edge of the water.

Water— East to West: short, long, short, any (to change screen), medium long. Start just above the blob of water on the path and remember that this is not a failsafe crossing.

*Stian adds: "I desperately need help!!! Please print some hints, tips, pokes or listings (preferably for infinite lives) for Indiana Jones & The Temple Of Doom, Mermaid Madness, Mission Elevator, Infiltrator, Ace Of Aces, Rampage, Spitfire 40." (**ref D1**).*

GARFIELD

This is in response to Darren Nagle's request (**ref F1**). As soon as you start, it's best to pick up the rubber bone and drop it next to the door with the catflap (left from where you start). Wait near the door and, providing he's carrying something already, Odie will bounce up to the door and open the catflap. This gives you quicker access to the "world outside".

Now get the torch from the bedroom. Go to the sewers (you can enter them by going to the shed or to the park where a busty lady sits). Find Nermal, the kitten, and keep kicking him until he drops a clockwork mouse. Let Odie pick up the mouse and make your way back to the top.

Swap Odie, the torch, for the mouse and go to the health food shop. Drop the mouse. The woman's head will spin around and she'll give you a green doughnut (yuk!). Swop Odie the torch for the doughnut.

Head back to the sewers. When you see a large rat near a chest, get the doughnut back from Odie. Drop the doughnut and the rat will clear off and eat it. Kick the chest and a key will appear. Then give Odie the key and make your way back to the top (WITH the torch).

Next, go to the park where the busty lady sits. Get the key off Odie and drop it on the floor.

Now get the bucket from the back garden. Take it to the hardware shop and drop it. A dollar note will float down. Pick this up and go to the health food shop. Select 'USE' with your joystick and a pile of birdseed will appear. Pick this up.

Go once again to the park where the lady sits. Drop the birdseed and quickly pick up the key. A big bird will swoop down and take you to the City Pound.

Go right, up the alley, and right again. You'll now find Arlene!!! She'll give you a smacker on the lips, the screen will fill with flowers and you'll go off together arm-in-arm!

GENERAL HINTS AND TIPS FOR GARFIELD

i) NEVER EVER attempt to go to the sewers without the torch.
ii) To get lots of points do any of the following: **a)** Go to the pizza party (a building without a sign on it). Waggle your joystick left & right to eat pizzas. When you get splatted by a pie you'll fall down a hole to the sewers. If you've eaten a lot, you'll see a pizza monster! **b)** Take the golf ball from the shed to the golfcourse (the scene before the busty lady picture). Kick it to try for a hole-in-one. If you miss you'll find the ball near — yawn — the busty lady.
c) Jump on the settee and kick it. You'll then see it's ripped.
iii) Pick up the aniseed balls for invincibility (as long as you carry them).
iv) If Odie picks up the aniseed balls he'll not pinch any of your items.

*Craig Thornton, who sent in this solution to Garfield, wants to know if anyone can send him a working poke or cheat mode for the Amiga LED Storm (**ref D2**).*

Thanks to everyone who sent in a letter. If yours hasn't appeared this month don't worry. It may pop up in a future issue.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

SPACE HARRIER & SENTINEL

*Jason Pope, from Leamington Spa, really has done us proud this month, sending in pokes for Space Harrier (**Paul Jukes, F2**) and entry codes for The Sentinel (**Nicholas Butler, F5**).*

SPACE HARRIER

TYPE LOAD (Return).
When found, the message comes up and the cursor will reappear. Poke 1011, 248: Poke 1012, 252: RUN (Return). Next, when cursor comes back,
Poke 816,167: Poke 817,2: Poke 2096,248: Poke 2097, 252:

sys 2061

Finally, Poke 5834,96 (infinite time); Poke 6010, 173 (infinite lives); Poke 2214, (0-255) (inc/dec time); Poke 6543,0 (Disable missile sprite collision); Poke 6059,0 (Disable sprite collision); Poke 7236,0: Poke 7231,0 (Autofire); Poke 6666,234 (smart bomb); Poke 14631,127 (slow down); Poke 2456,69 (speed up); Poke 2213,255: Poke 8110,0 (No Poles); Poke 12702,0 (no trees); Poke 12721,0 (no pillars); Poke 12811,0 (no rocks); Poke 12857,0 (no bushes);

SYS 2128

It is advisable not to poke everything: it will probably cause a system crash.

SENTINEL

0001 02254153
0002 88534263
0003 36478937
0004 81747818
0005 53670951
0006 76964997
0007 64949596

PLAY TO WIN

0008 76465990
0009 58618458
0010 67510065
0011 65614978
0012 40693494
0013 26006956
0014 05801695
0015 78871093
0016 99655727
0017 87507474
0018 89584716
0019 73490728
0020 91287667
0021 82598093
0022 79066357
0023 67748965
0024 65980879
0025 57574486

0050 56303937
0232 66446003
1318 58896035

To gain specific codes at the end, when you have materialised on top of the sentinel's block, before hyperspacing have the right amount of energy blocks to get to the desired code. For example, if on level 20 you wish to gain the code for 30, you would need three robots and a tree of energy. Anything above this can be utilised in making trees around the landscape.

Them sentinels won't have a chance!!

David Shire, from Ilford, sent in these tips for Space Harrier.

The first main tip is, if you have a joystick with autofire, turn the autofire on. The next tip is to remember to keep on the move and not to stop moving, even if nothing is firing at you.

Note: when you shoot an object (e.g. tree, boulder, mushroom etc) move out of the range of the blast, otherwise you will be caught by it and lose energy.

In case you did not know already, your energy is measured by the number of hits you take.

The maximum number hits you can take is 7. When you start a new life remember to count the number of hits you receive so you can be more careful and know when your time is up. Take advantage of the time limit on level 1 and go absolutely haywire (you cannot lose lives on this level).

To destroy end-of-level guardians you have to shoot them in the head. The easiest way to destroy an end-of-level guardian is to follow its head or heads.

If you use these tips the game should be a bit easier.

Remember keep the autofire on at all times during the game. This is an essential tip.

ENQUIRIES

JINXTER

I am totally Cheesed OFF with *Jinxter*. I own an Amiga so I have the excellent graphics, but one thing on the game beats the hell out of me. How do you get the ladder into the tower? I have tried every method possible but it's just that I can't get it through the clockmakers shop. Oh, and also how do you get the charm out of the bakery? And how do you get the charm out of the Post Office?

J Gryden,
Cleveland ***(Ref D3)****.*

ZAMZARA

I hope you can help me with my problem; I recently bought *Zamzara* (Rack It) on budget for the C64, but I can't get anywhere (save a couple of inches on-screen); it's one tough shoot 'em up. To give me a fighting chance, please are there any pokes, hints or tips (pokes for infinite lives preferred) that would help?

Andrew Williams ***(Ref D4)****.*

ELITE

Some days ago I bought *Elite* for my Amiga. I have heard that in *Elite* you get a few missions to fly. O.K. that's fine, but how do I get these missions? I have read the instructions, but they do not say anything about any missions. Please, somebody help me so that I can get into some serious gaming! Oh, and there's one more problem: how do I enter the Cheat Screen? I know there is one, but not how to enter it! Thanks to everyone who is able to help me!

Dag-Heine Bjoerhdal
(Ref D5).

KNIGHTMARE

Help! I recently purchased *Knightmare* for the Commodore 64 and cannot get past the second cave. I've tried everyting.

You begin the game in the first cave. There is some food, a rock, a torch and an old man and one door out. After picking up the food, the rock and the torch, I opened the door and went through to the second cave in which there's another torch and a door; but this time, when I tried to open the door, I was told that it was locked! There is no key. Throwing things at it does no good and asking the old man is a waste of time — even if you give him food or water he just repeats the same thing, "I am old and frail and will waste away".

I've tried asking everyone possible, the oricles, the dungeon master, etc, but it's no use.

Can you or anybody else please help me!

Tony Stokes
(Ref D6).

GREAT ESCAPE

I've got a problem; I'm absolutely stumped by the game called *Great Escape*. When you collect the Red Cross parcels and you take the third one and the fourth one, and when you go back to your hut and try and make an exit, the fire/stove comes towards you and makes the game crash. If someone knows how to do this, I will be very grateful. By the way I have a C64. Has anybody got a start/finish solution to this game?

Jason Keable
(Ref D7).

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting a copy of US Gold's *Forgotten Worlds*, Amiga or 64.

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper.** Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

POKES

AMIGA

XYBOTS

This hack will give both players infinite energy. Boot up Amiga Basic and type in the program and, before running it, save it to disk as you will not be able to re-access ABasic after. Some flashing lines should appear and the power light will go off; this indicates a system take-over is occurring.

```
10 REM ★★★ CRACKED BY ANDY GRIFO, XYBOTS VO.1 ★★★
20 checksum = 0 : total = 250477 : crack = 523618
30 START = 523520 : FINISH = 523667 : GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n : RETURN
90 PRINT "Your CheckSum = ";checksum
100 IF checksum <> total THEN PRINT "Data Error":END
110 PRINT "Place XYBOTS in Drive 0 and then click on"
120 PRINT "both of the Cancel Requesters. When Loaded"
130 PRINT "both players will have Infinite Energy"
140 INPUT "PRESS RETURN TO BOOT XYBOTS",Grifo$
150 CALL crack
160 DATA 23fc, 0007, fd10, 0003, 0124, 4ef9, 0003, 000c
170 DATA 23fc, 4eb9, 0007, 0000, d292, 23fc, fd4c, 4e71
180 DATA 0000, d296, 4df9, 0000, 0600, 0879, 0001, 00bf
190 DATA e001, 323c, 000a, 203c, ffff, ffff, 13c0, 00df
200 DATA f180, 51c8, fff8, 51c9, ffee, 4ed6, 117c, 0063
210 DATA 001d, d0fc, 0020, 117c, 0063, 001d, 90fc, 0020
220 DATA 4e75, 2c79, 0000, 0004, 41f9, 00fe, 88c0, 43f9
230 DATA 0007, fbba, 303c, 0145, 12d8, 51c8, fffc, 2a3c
240 DATA 0003, 0000, 23fc, cb40, 4e71, 0007, fbfc, 4ef9
250 DATA 0007, fbd0
```

Andy Grifo.

RAMPAGE

Boot up AmigaBasic and type in the listing. Before running it save it to disk as you will not be able to re-access AmigaBasic. The hack will give all three players infinite energy.

```
10 REM ★★★ CRACKED BY ANDY GRIFO, RAMPAGE VO.1 ★★★
20 checksum = 0 : total = 367658 : crack = 523198
30 START = 523072 : FINISH = 523269 : GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH STEP 2
60 READ a$ : a = VAL("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n : RETURN
90 PRINT "Your CheckSum = ";checksum
100 IF checksum <> total THEN PRINT "Data Error":END
110 PRINT "Place RAMPAGE in Drive 0. When Loaded all"
120 PRINT "three players will have infinite energy"
130 PRINT "now when ready RESET your Amiga"
140 "PRESS CTRL+AMIGA+AMIGA TO BOOT RAMPAGE"
150 CALL crack
160 DATA 23fc, 0007, fd4e, 0003, 008a, 4eec, 000c, 0879
170 DATA 0001, 00bf, e001, 23fc, 4eb9, 0007, 0000, fca2
180 DATA 33fc, fb6e, 0000, fca6, 4ef9, 0000, dc04, 43f9
190 DATA 0001, d38e, 48e7, 8000, 303c, 0100, 3340, 85d8
200 DATA 3340, 85a2, 3340, 860e, 4cdf, 0001, 4e75, 2c78
210 DATA 0004, 2e3c, 0003, 0000, 207c 00fe, 88c0, 43f9
220 DATA 0007, f9fa, 303c, 0145, 12d8, 51c8, fffc, 23fc
230 DATA 2007, 4e71, 0007, fa3c, 4ef9, 0007, fa10, 2c78
240 DATA 0004, 426e, 002e, 2d7c, 0007, fbda, 0226, 4eae
250 DATA fd9c, 2d40, 022a, 4efa, fffe, 0007, fbe2, 0000
260 DATA 0000, 4afc, 0007, fbe2, 0007, fbfc, 0121, 00f6
270 DATA 0007, fc06, 0000, 0000, 0007, fb8e, 2863, 2941
280 DATA 2e47, 7269, 666f
```

Andy Grifo.

THE DEEP

This program will supply you with unlimited lives for both players BUT it will only work if you have got 1Mb or more of memory.

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. Follow the instructions on the screen.

Listing

```
10 REM ★★★ THE DEEP CHEAT (C) DAVID SLACK ★★★
20 CHECK=0
30 CHEAT = 12845056&
40 FOR N= CHEAT TO 12845174& STEP 2
50 READ A$
60 A=VAL("&h"+A$)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
100 IF CHECK <> 421284& THEN PRINT "ERROR IN DATA":END
110 PRINT:PRINT "PLEASE INSERT YOUR DEEP DISK IN DFO:"
120 PRINT:PRINT "AND AFTER CLICKING ON CANCEL TWICE PRESS ANY KEY."
130 A$=INKEY$:IF A$="" THEN 130
140 CALL CHEAT
150 DATA 2C78, 0004, 207C, 00FE, 88C0, 43F9, 0007, 0000
160 DATA 303C, 0145, 12D8, 51C8, FFFC, 22FC, DBFC, 0000
170 DATA 22FC, 007E, 4E5D, 32BC, 4E75, 4EB9, 0007, 001A
180 DATA 41EC, 007C, 30FC, 4EF9, 43FA, 0008, 20C9, 4EEC
190 DATA 000C, B0BC, FFFF, FFFF, 6704, 4EF8, 00CA, 41FA
200 DATA 0010, 43F8, 0E0A, 32FC, 4EF9, 22C8, 4EF8, 0484
210 DATA 2E3C, 4E71, 4E71, 23C7, 0000 FF5C, 23C7, 0001
220 DATA 8F34, D3D1, 4E91, 4E73
```

David Slack.

POWER STYX

This program will supply you with unlimited lives.

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. Follow the instructions on the screen.

Listing

```
10 REM ★★★ POWER STYX CHEAT (C) DAVID SLACK ★★★
20 CHECK=0
30 CHEAT = 1280&
40 FOR N=CHEAT TO 1370& STEP 2
50 READ A$
60 A=VAL("&h"+A$)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXT N
100 IF CHECK <> 286804& THEN PRINT "ERROR IN DATA":END
110 PRINT:PRINT "PLEASE INSERT YOUR POWER STYX DISK IN DFO:"
120 PRINT:PRINT "AND AFTER CLICKING ON CANCEL TWICE PRESS ANY KEY."
130 A$=INKEY$:IF A$=""
```

PLAY TO WIN

```
THEN 130
140 CALL CHEAT
150 DATA 2C79, 0000,
0004, 207C, 00FE, 88C0,
43F9, 0007
160 DATA F000, 303C, 0145,
12D8, 51C8, FFFC, 22FC,
DBFC
170 DATA 0000, 22FC, 007E,
4E5D, 32BC, 4E75, 4EB9,
0007
180 DATA F01A, 41FA,
000A, 2948, 0112, 4EEC,
000C, 41FA
190 DATA 000E, 23C8, 0005,
413E, 4EF9, 0005, 4000,
33FC
200 DATA 6600, 0002, E446,
4EF9, 0002, D000
```

David Slack.

64

RUNNING MAN

Zone 1 — Ice rink

This one is pretty tricky at the beginning. Aim a good kick at the dog while it's running at you. Start running to your right, and at the same time jump onto the girder and then on the top girder. Keep going until the block of ice is in sight. Stand on the edge of each block and jump onto the next. Keep the joystick in the top right diagonal position. This should take you across the ice blocks.

Watch out for dogs; just keep kicking them as they pop up. To kill the first Stalker run towards him and give a good kick and punch in front of him. Look out for the puck that he may aim at you. Avoid it by jumping.

While in combat try and get as far to the right of the screen. When you kill the Stalker your energy runs down because of dangerous gases.

Zone 2 — Suburbs

As always, keep an eye out for dogs. Carry on running and soon you will see a brick on the floor. Pick it up and jump over the object next to it. Then jump over the crates (ignore the pipe which is on the crates). Carry on and jump over the hole in the floor. To kill the second Stalker crawl on the floor and then get up behind him and throw the brick. Keep on retrieving the brick and doing the same thing.

Zone 3 — City lights

Continue to your right and watching out for dogs. Jump over the first obstacle, then pick up energy and carry on.

To kill the third Stalker stand up a fair distance away and keep ducking. Pick up the brick which is to the right of him and, as he fires, duck and throw the brick. Pick up energy points when needed and make sure he doesn't get out of sight.

Zone 4 — The complex

Watch out for dogs while running to the right. Don't pick up the brick — it's really not needed.

When the fourth Stalker appears, crawl along the floor to dodge his fireballs. When he takes off, stand up and kick him as many times as possible. Then start crawling again. Pick up energy when needed. A shield isn't required. You can pick up a dustbin lid and block shots or hit back with it.

Zone 5 — The studio

Watch out for dogs and pick up energy if needed. Crawl to dodge the guards' bullets. Once they draw near, get up and kick. Better still, use the gun (found at the start of level). Carry on and pick up the gun. Crawl again to dodge bullets and then shoot the guards with your gun.

At the end, kick Daman or shoot him to make him fall into the trap.

Lee Porter,
Yorkshire

PHOBIA

```
0 PRINTCHR$(147)
1 FORI=49152 TO
49273 : READA$
2 L=ASC(LEFT$(A$,1)):L=L-
55:IFL<5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):R=
R-55:IFR<5THENR=R+7
4 V=(L★16)+R:C=C+
V:POKEI,V:NEXT
5 IFC<>11462THENPRINT
"DATA ERROR!":END
6 PRINT"SAVE LISTING FOR
FUTURE USE."
7 PRINT:PRINT"SYS 49266
TO START."
10 DATA A2,00,BD,10,C0,9D,
00,04,E8,E0
11 DATA 14,D0,F5,4C,25,C0,
03,08,05,01
12 DATA 14,20,02,19,20,14,
09,0D,20,01
13 DATA 0E,04,20,09,01,0E,
20,A2,00,BD
14 DATA 35,C0,9D,98,01,E8,
E0,3D,D0,F5
15 DATA 4C,98,01,20,56,F5,
A9,A8,8D,E8
16 DATA 02,A9,01,8D,E9,02,
4C,BC,02,A9
17 DATA B6,8D,83,09,A9,01,
8D,84,09,18
18 DATA 4C,20,08,A9,C3,8D,
08,09,A9,01
19 DATA 8D,09,09,4C,20,08,
A9,AD,8D,0E
20 DATA 15,A9,31,8D,6F,C0,
A9,08,8D,70
21 DATA C0,4C,31,08,A9,93,
20,D2,FF,4C
22 DATA 00,C0
```

Type in the Phobia *listing. "Run it" and follow the on screen prompts. The listing gives infinite lives.*

Tim and Ian Fraser.

SUPER SCRAMBLE SIMULATOR

```
0 PRINTCHR$(147):
POKE53280,0
1 FORI=544 TO 615:
READA$
2 L=ASC(LEFT$(A$,1)):
L=L-55:IFL<5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):
R=R-55:IFR<5THENR=R+7
4 V=(L★16)+R:C=C+V:
POKEI,V:NEXT
5 IFC<>5824THENPRINT
"DATA ERROR!":END
6 PRINT"SAVE LISTING FOR
FUTURE USE."
7 PRINT:PRINT"SYS 544 TO
START."
10 DATA 20,56,F5,A9,08,8D,
D0,08,A9,3A
11 DATA 8D,D1,08,4C,10,08,
A9,1B,8D,11
12 DATA D0,A9,A5,8D,5E,
1A,8D,DA,27,8D
13 DATA E9,27,A9,00,8D,44,
11,A2,13,BD
14 DATA 53,02,9D,C0,99,CA,
10,F7,4C,00
15 DATA 10,03,08,05,01,14,
00,02,19,00
16 DATA 14,09,0D,00,01,0E,
04,00,09,01
17 DATA 0E,C0,PY,RI,GH,TT,
IM,FR,AS,ER
```

Type in the listing. "Run it" and follow the on screen instructions. The listing gives infinite time on Super Scramble Simulator.

Tim and Ian Fraser.

RED HEAT

```
0 PRINTCHR$(147)
1 FORI=49152 TO 49271:
READA$
2 L=ASC(LEFT$(A$,1)):
L=L-55:IFL<5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):R=
R-55:IFR<5THENR=R+7
4 V=(L★16)+R:C=C+V:
POKEI,V:NEXT
5 IFC<>10838THENPRINT
"DATA ERROR!":END
6 PRINT"SAVE LISTING FOR
FUTURE USE."
7 PRINT:PRINT"SYS 49152
TO START."
10 DATA A2,00,BD,10,C0,9D,
60,01,E8,E0
11 DATA 68,D0,F5,4C,60,01,
20,56,F5,A9
12 DATA 70,8D,F0,03,A9,01,
8D,F5,03,4C
13 DATA A7,02,A9,4C,8D,54,
03,A9,82,8D
14 DATA 55,03,A9,01,8D,56,
03,4C,00,08
15 DATA A9,92,8D,57,01,A9,
01,8D,58,01
16 DATA AC,20,D0,4C,59,03,
A9,A5,8D,E9
17 DATA 25,A9,A5,8D,E6,0D,
A2,00,BD,AC
18 DATA 01,9D,48,70,E8,E0,
1A,D0,F5,4C
19 DATA 10,6E,03,08,05,01,
14,20,02,19
20 DATA 20,14,09,0D,20,01,
0E,04,20,09
21 DATA 01,0E,20,20,20,20,
20,20,20,20
```

Type in the listing. "Run it". Follow the on screen instructions. The listing gives infinite energy.

Tim and Ian Fraser.

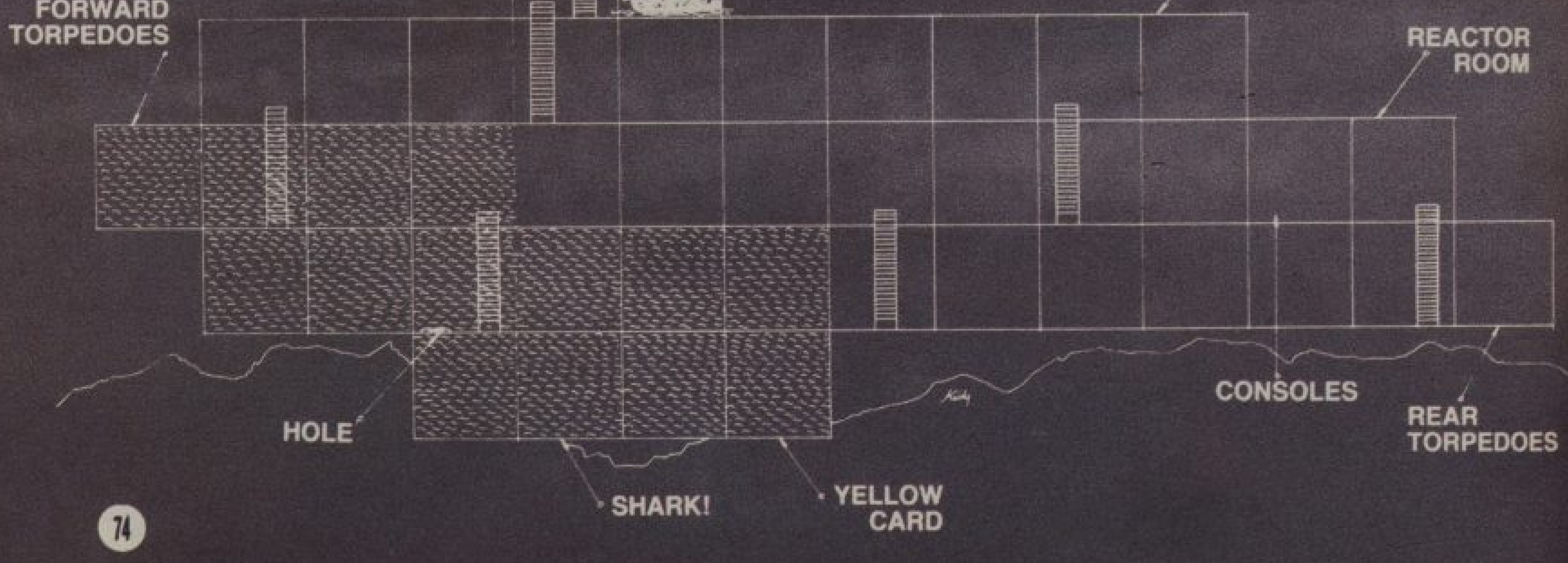
Thanks to messrs Fraser, Slack and Grifo for their listings. If you've hacked a recent release and you'd like a place in PTW sent it in to 'Pokes' at CU's usual address.

THUNDERBIRDS



Along with Captain Scarlet, Thunderbirds is the most enduring — and repeated — of Gerry Anderson's 60s puppet series. And now, with the puppet masters' hearty seal of approval, comes the home computer version, courtesy of Grandslam. The maps for levels one and two, and the tips for all levels, apply to both 64 and Amiga games, and come to you from Grandslam's Gwaine Taylor and artist, Mark Kubiszyn.

LEVEL 2



PLAY TO WIN

LEVEL 1

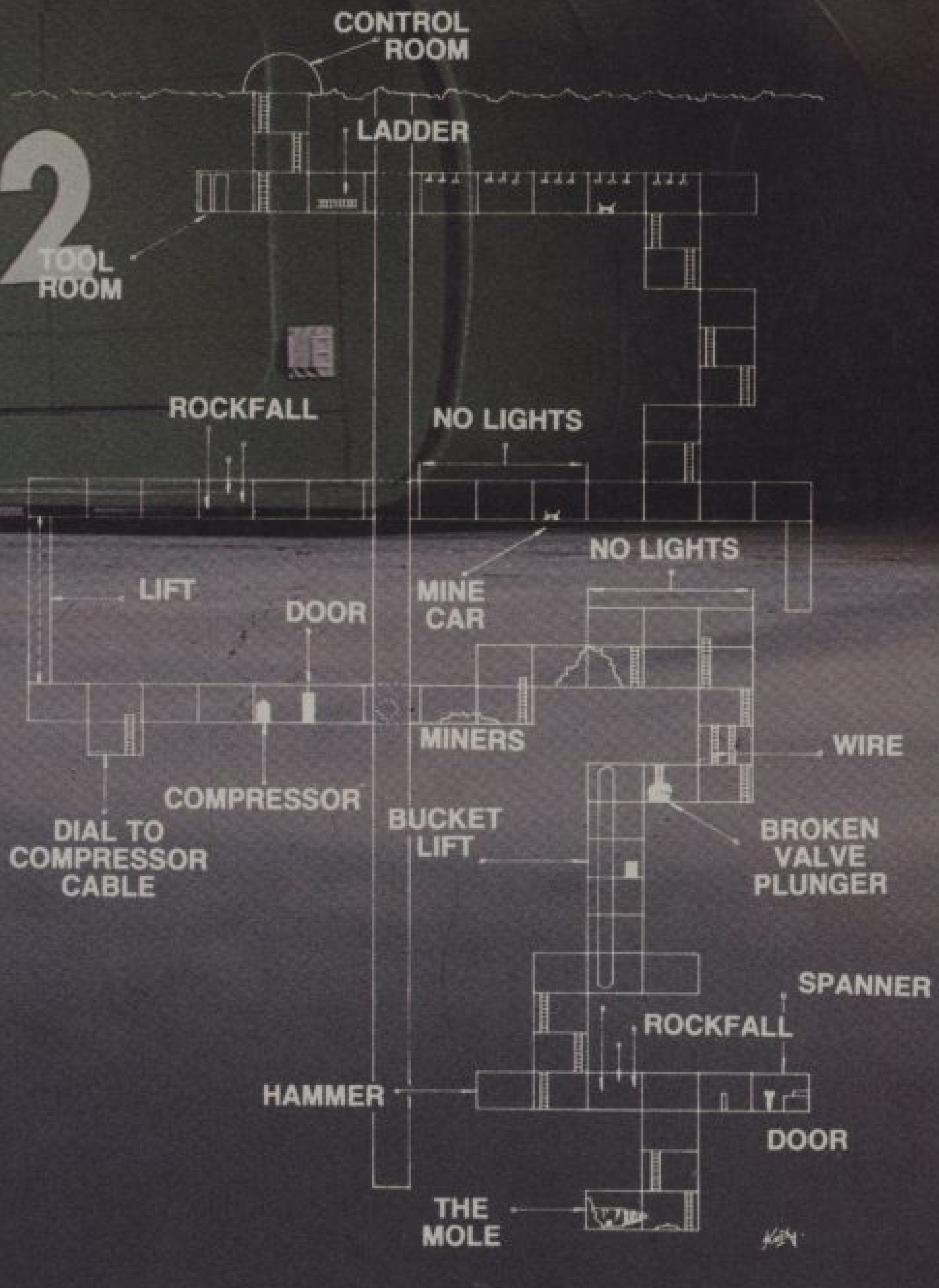
Level one will see you playing Brains and Alan. The aim is to get to the pump, clear the mine of flood water, and rescue the miner before he drowns. Remember to take along a spanner to turn on the pump and a hammer to mend the lift. Use an oilcan to move wheels more quickly, and you will need a fuse and dynamite to blast away the rockfall. Don't walk too far when using dynamite; you might pull out the fuse.

Level two has Gordon and Alan in a race against time to shut down the reactor of a stricken nuclear sub. Radiation has contaminated the ship, so the player with anti-radiation pills will need to give some to the player without. Check your energy levels at all times. You will need to pick up a set of keys to do your job; but beware, one of these is outside the craft, guarded by a shark. You will need to flood some compartments to get outside, then flick the switches on the wall to empty it of water. Torpedoes equal ballast; oh, and be careful of the red herrings!

In the next level, Lady Penelope and her trusty manservant, Parker, are up to their tricks in a well-guarded bank. You must steal the Hood's papers to discover the whereabouts of his missile sites. You're not the only people in the bank, so take great care! A clockwork mouse can be sent scuttling across the floor to deactivate a laser beam security system. A trolley in a lift will help it move, and bear in mind that Parker is a servant. M'lady quite often likes things done for her.

Level four takes place at the Hood's HQ. Your foe has hypnotic eyes, so be cool and wear shades. Look out for the sticky robot and stick to your guns — you'll need armaments at a certain stage.

As a general tip, when walking up to mine cars, lifts and trolleys, hold down the fire button.





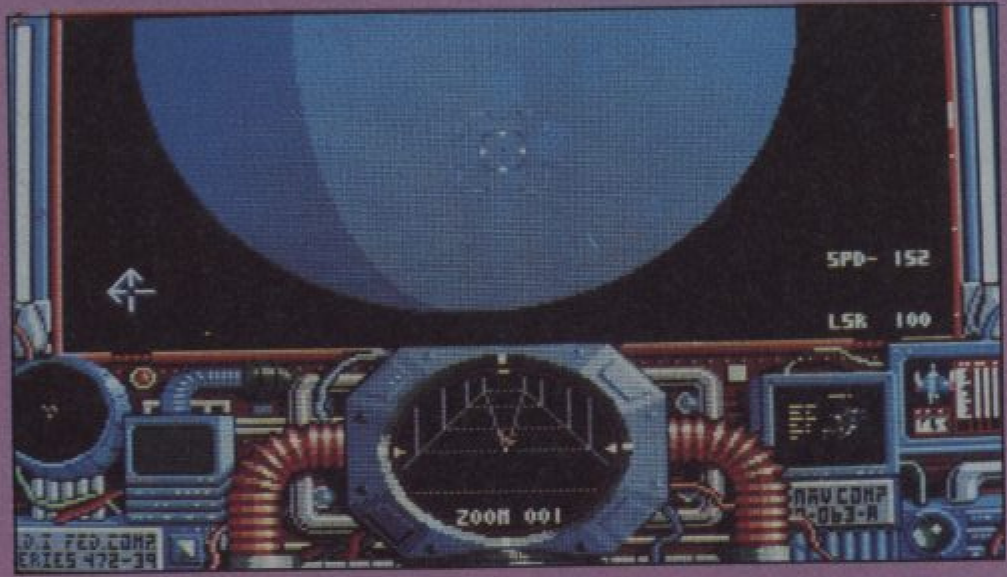
FOFT



A quick and easy way to make large amounts of money is by playing the stock market as follows:-

1. Stay in one station all the time:-
   - a. Go into trading sub-level and then the precious metals level.
   - b. Watch the prices until SILVER is at a really low price.
   - c. Buy as much silver as possible in one go.
   - d. Quit out until you are at the EDI terminal screen.
   - e. Re-enter the precious metals level and silver prices will be jumping around wildly. When it's at the highest level, sell all but two or three units.
   - f. Quit out to the EDI screen, and then repeat from step 1, until you are very rich.

NOTE — this might not work all the time, so keep trying!





2. When approaching a space station, line up using radar, and when you are satisfied that you are on target go into the Navigator Computer, decode the information on the Current System or go into the Simple Language Sub-System. You will find you arrive at the station more quickly, but keep an eye on your radar.
3. When docking, if your ship starts to roll forwards all the time, switch the Docking Computer OFF, slow down to zero and realign yourself with the station.
4. IF YOU HAVE A LOT OF MONEY, use your escape pod to get to the station; but you do lose what you are carrying.
5. When you are landing on a planet, you can sometimes go straight down onto the runway. Look at the radar for big squares.
6. A GOOD tip is that you can stall when you go into hyper space in your own system; so if you are going to hit a planet just move the joystick.
7. With large amounts of money, the best weapon to purchase are "sentiient" drones (class 3).

136	Eoaqueed	Rocky	5	✓	✓	✓	✓	✓	2	X	X	✓	✓	X	Harmful
138	[illegible]	Rocky	5	✓	✓	✓	✓	✓	[illegible]	X	X	✓	✓	X	Harmful
141	Ringingtory	Grass	4	X	✓	✓	✓	✓	4	X	X	✓	✓	X	Harmful
146	Hobycon	Desert	3	X	X	✓	X	X	3	X	✓	X	X	X	Harmful
151	Saduham	Desert	3	✓	✓	✓	✓	X	3	X	X	X	X	✓	Fatal
155	Mininghole	Rocky	5	X	X	✓	X	X	3	X	X	X	X	X	Harmful
161	Hurtaick	Grass	20	X	✓	✓	✓	✓	20	✓	✓	✓	✓	X	Harmful
172	Bilaspil	Snow	3	✓	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	Harmful
178	Hobquet	Grass	1	X	X	X	X	X	1	✓	✓	✓	✓	✓	Harmful
179	Bugupil	Grass	1	X	X	X	X	X	1	✓	✓	✓	✓	✓	Harmful
184	Lowlout	Snow	3	✓	✓	✓	✓	X	3	✓	✓	✓	✓	✓	Harmful
190	Suzusmar	Rocky	4	✓	X	✓	✓	✓	4	✓	✓	✓	✓	✓	Harmful
198	Swailug	Grass	3	X	X	✓	✓	✓	3	✓	✓	✓	✓	✓	Harmful
205	Ringinill	Snow	30	X	✓	✓	X	✓	5	✓	✓	✓	✓	✓	Harmful
211	Buginglow	Grass	3	✓	X	✓	X	✓	3	X	✓	X	✓	✓	Harmful
216	Lowoutold	Rocky	3	X	X	✓	X	✓	3	✓	✓	✓	✓	✓	Harmful
219	Mininick	Rocky	3	X	X	✓	X	✓	3	✓	✓	✓	✓	✓	Harmful
224	Shiwilboy	Rocky	12	✓	✓	X	✓	✓	20	X	X	X	✓	✓	Harmful
226	Josoick	Rocky	2	X	✓	X	✓	✓	3	✓	✓	✓	✓	X	Harmful
229	Scohipal	Rocky	2	X	✓	X	✓	✓	3	✓	✓	✓	✓	X	Harmful
237	Ringeapil	Grass	5	X	X	X	✓	✓	5	✓	✓	✓	✓	✓	Harmful
238	Weavikejob	Grass	5	X	X	X	✓	✓	5	✓	✓	✓	✓	✓	Harmful
246	Bingblin	Desert	3	X	✓	X	X	✓	3	X	X	✓	X	X	Harmful
247	Sadindon	Desert	3	X	✓	X	X	✓	3	X	X	✓	X	X	Harmful
257	Hurtkophill	Grass	10	X	X	X	X	✓	5	✓	✓	✓	✓	X	Harmful
263	Killylug	Desert	5	X	X	✓	X	X	5	X	X	✓	X	X	Harmful
269	Ringdecon	Rocky	1	✓	✓	X	✓	X	6	X	X	X	X	X	Harmful
273	Immeed	Snow	1	✓	X	✓	✓	✓	1	X	✓	✓	X	X	Harmful
278	Binoxtory	Rocky	3	✓	X	✓	✓	✓	6	X	✓	✓	X	X	Harmful
285	Futkophole	Desert	3	X	X	X	✓	✓	1	✓	X	X	X	X	Harmful
290	Jossoddor	Snow	7	X	X	X	✓	✓	9	X	✓	X	X	X	Harmful
295	Kilquepil	Grass	1	X	X	X	✓	X	1	X	X	X	✓	X	Harmful
299	Nimkoppert	Grass	1	X	X	X	✓	X	1	X	X	X	✓	X	Harmful
305	Immypal	Rocky	2	✓	X	X	X	X	4	✓	X	X	X	X	Harmful
311	Saddelin	Desert	1	X	X	X	X	X	5	X	X	X	X	X	Fatal
316	Hamcebar	Snow	10	✓	X	X	X	X	10	X	X	✓	✓	X	Harmful
320	Shioxmar	Grass	5	X	X	X	X	X	5	X	X	X	X	X	Harmful
327	Kilwilcon	Snow	5	X	✓	X	X	X	5	X	✓	X	X	X	Harmful
333	Ringoutond	Grass	5	✓	✓	✓	✓	✓	1	✓	✓	✓	✓	✓	Harmful
348	Hamalow	Rocky	5	X	✓	✓	✓	✓	4	X	X	✓	✓	X	Harmful
353	Hurtpeold	Grass	5	X	✓	✓	✓	✓	5	X	X	✓	X	✓	Harmful
359	Kilimpal	Desert	5	✓	✓	✓	✓	✓	6	X	X	✓	X	X	Harmful
363	Nimuspal	Snow	4	✓	X	✓	✓	X	7	X	✓	X	X	✓	Harmful
371	Bugipert	Snow	4	✓	X	✓	✓	X	9	X	X	✓	X	✓	Harmful
376	Lowalin	Desert	3	✓	X	✓	✓	X	10	✓	✓	✓	✓	✓	Harmful
381	Futpebar	Rocky	3	✓	✓	✓	✓	✓	5	✓	✓	✓	✓	✓	Harmful
385	Hurtomar	Desert	3	✓	✓	✓	✓	✓	4	✓	✓	✓	✓	✓	Harmful
391	Kilgbord	Desert	3	✓	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	Harmful
399	Alpocon	Grass	2	✓	X	X	✓	X	3	✓	✓	✓	✓	✓	Harmful
407	Sadlopick	Desert	2	✓	✓	X	✓	✓	4	✓	✓	✓	✓	✓	Harmful
410	Veryeame	Desert	1	X	✓	X	X	X	3	✓	✓	✓	✓	✓	Harmful
419	Tingbboy	Snow	1	X	✓	X	X	✓	3	✓	✓	✓	✓	✓	Harmful
422	Swathole	Snow	1	X	✓	X	X	✓	3	✓	✓	✓	✓	✓	Harmful
430	Weavkopout	Snow	1	✓	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	Harmful
437	Coroxout	Grass	1	✓	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	Harmful
443	Mindimar	Grass	1	✓	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	Harmful
451	Timoxlug	Desert	2	✓	X	✓	✓	✓	15	X	X	✓	X	X	Harmful
455	Kiliuing	Grass	3	✓	✓	X	✓	✓	14	X	✓	X	X	X	Harmful
460	Bilemet	Rocky	1	✓	X	✓	✓	✓	11	X	✓	X	X	✓	Harmful
467	Bugikeend	Desert	1	X	X	X	X	X	10	✓	✓	✓	✓	✓	Harmful
470	Bindeond	Desert	30	✓	X	✓	✓	X	30	✓	✓	✓	✓	✓	Fatal
478	Suzylow	Desert	30	X	X	X	✓	X	30	✓	✓	✓	✓	✓	Fatal
486	Swakoppal	Rocky	5	X	X	✓	X	X	3	✓	✓	✓	X	X	Harmful
492	Bilydor	Desert	1	✓	✓	✓	X	✓	13	✓	✓	✓	✓	✓	Harmful
493	Ringapal	Desert	1	✓	✓	✓	X	✓	13	✓	✓	✓	✓	✓	Harmful
494	Weavuspert	Desert	1	✓	✓	✓	X	✓	13	✓	✓	✓	✓	✓	Harmful

Well done Eternal Mortal God. You have conquered evil. The battle is over . . . but try . . .

Shisoding	Grass	3	✓	✓	✓	✓	✓	3	X	X	X	X	X	Fatal

PTW brokes power on a cosmic scale this month — in hyperspace *and* amongst the primordial slime. Gremlin's Paul Blythe zoomed in with some *FOFT* tips, while Tony Hamer and Nicky Grice dug up each and every level of *Populous* for this exhaustive player's guide.

POPULOUS



● To the right are lots of level numbers with the names of the land, type of landscape, what you and your opponent can and cannot do in battle and whether water is fatal or harmful to you.



X=Possible
√=Impossible

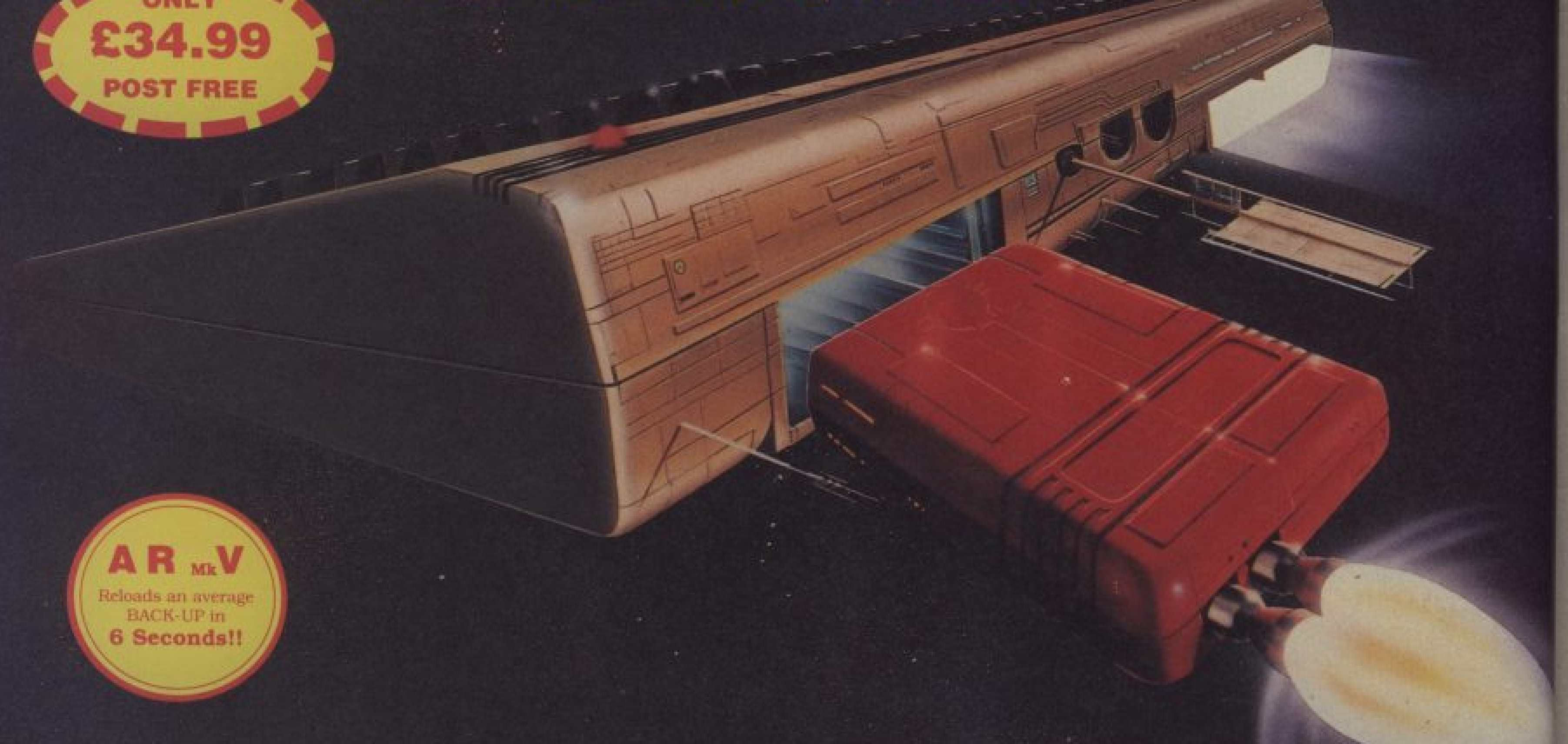
LEVEL	NAME OF LAND	LANDSCAPE	YOU: POPULATION	YOU: EARTHQUAKES	YOU: SWAMPS	YOU: KNIGHTS	YOU: VOLCANOS	YOU: FLOODS	OPPONENT: POPULATION	OPPONENT: EARTHQUAKES	OPPONENT: SWAMPS	OPPONENT: KNIGHTS	OPPONENT: VOLCANOS	OPPONENT: FLOODS	WATER
0	Genesis	Grass	3	√	√	√	√	√	3	X	X	X	X	X	Fatal
4	Caldiehill	Grass	3	√	√	√	√	√	3	X	X	X	X	X	Fatal
9	Burlwildon	Desert	3	√	√	√	√	√	3	X	X	X	X	√	Harmful
12	Bilcemet	Snow	2	√	√	√	√	√	2	√	√	X	√	X	Harmful
17	Immusill	Rocky	3	√	√	√	√	√	3	X	√	X	X	X	Harmful
18	Hobdletory	Rocky	3	√	√	√	√	√	3	X	√	X	X	X	Harmful
20	Shadted	Snow	6	√	√	√	√	√	3	X	X	X	X	X	Harmful
23	Sadwillo	Snow	6	√	√	√	√	√	3	X	X	X	X	X	Harmful
27	Minmpme	Rocky	3	√	√	√	√	X	3	√	√	X	√	X	Fatal
32	Shidlehole	Grass	3	√	√	√	X	√	3	X	X	X	√	X	Harmful
34	Jostme	Grass	3	√	√	√	X	√	3	X	X	X	√	X	Harmful
36	Calozboy	Desert	1	√	√	√	√	√	3	√	√	X	X	X	Harmful
38	Swaingpal	Desert	1	√	√	√	√	√	3	√	√	X	X	X	Harmful
40	Eoamelas	Snow	3	√	√	√	√	√	3	X	X	X	X	√	Harmful
44	Bilador	Snow	3	√	√	√	√	√	3	X	X	X	X	√	Harmful
46	Weavinpert	Rocky	1	√	√	√	√	√	6	X	X	√	X	X	Fatal
50	Hobozjob	Grass	1	√	√	√	√	X	1	X	X	√	X	√	Fatal
52	Shadogodon	Grass	1	√	√	√	√	X	1	X	X	√	X	√	Fatal
56	Lowhipbar	Snow	3	√	√	√	√	X	3	X	X	√	X	√	Fatal
58	Veryelin	Snow	3	√	√	√	√	X	3	X	X	√	X	√	Fatal
60	Haminmar	Rocky	3	X	√	√	√	X	3	X	X	√	X	√	Fatal
64	Shiozer	Rocky	3	X	√	√	√	X	3	X	X	√	X	√	Fatal
68	Camelug	Desert	3	√	X	√	√	X	1	X	X	√	X	X	Fatal
72	Eoaeing	Desert	30	√	X	√	√	X	30	X	X	√	X	X	Fatal
77	Ringoxmet	Grass	1	√	√	√	√	X	1	X	X	√	X	√	Harmful
83	Bugmptory	Snow	2	√	√	√	√	X	4	X	X	√	X	√	Harmful
90	Veryytory	Desert	30	√	X	√	√	X	30	X	X	√	X	X	Harmful
97	Flirtdihole	Snow	1	√	√	√	√	√	1	√	√	X	√	X	Harmful
103	Killsodpal	Desert	5	X	√	√	√	√	2	√	√	X	√	X	Harmful
106	Moreaal	Desert	5	X	√	√	√	√	2	X	√	X	√	X	Harmful
110	Weavdepal	Desert	5	√	√	√	√	√	2	X	X	X	√	X	Harmful
114	Hobiepil	Desert	5	√	√	√	√	√	2	X	X	X	√	X	Harmful
118	Binypert	Desert	4	X	√	√	√	√	4	X	X	X	√	X	Harmful
120	Loweat	Grass	1	√	√	√	√	√	1	√	√	√	√	X	Harmful
123	Minulin	Grass	1	√	√	√	√	√	1	√	√	√	√	X	Harmful
126	Suzkoplug	Rocky	5	X	√	√	√	√	2	√	√	√	√	X	Harmful
128	Shiebar	Rocky	5	X	√	√	√	√	2	√	√	√	√	X	Harmful
133	Scooxlug	Grass	5	X	√	√	√	√	2	√	X	√	√	X	Harmful
136	[illegible]	Rocky	5	√	√	√	√	√	2	X	X	√	√	X	Harmful
138	Mordeord	Rocky	5	√	√	√	√	√	2	X	X	√	√	X	Harmful
139	Nimdicon	Rocky	5	√	√	√	√	√	2	X	X	√	√	X	Harmful
141	Ringingtory	Grass	4	X	√	√	√	√	4	X	X	√	√	X	Harmful

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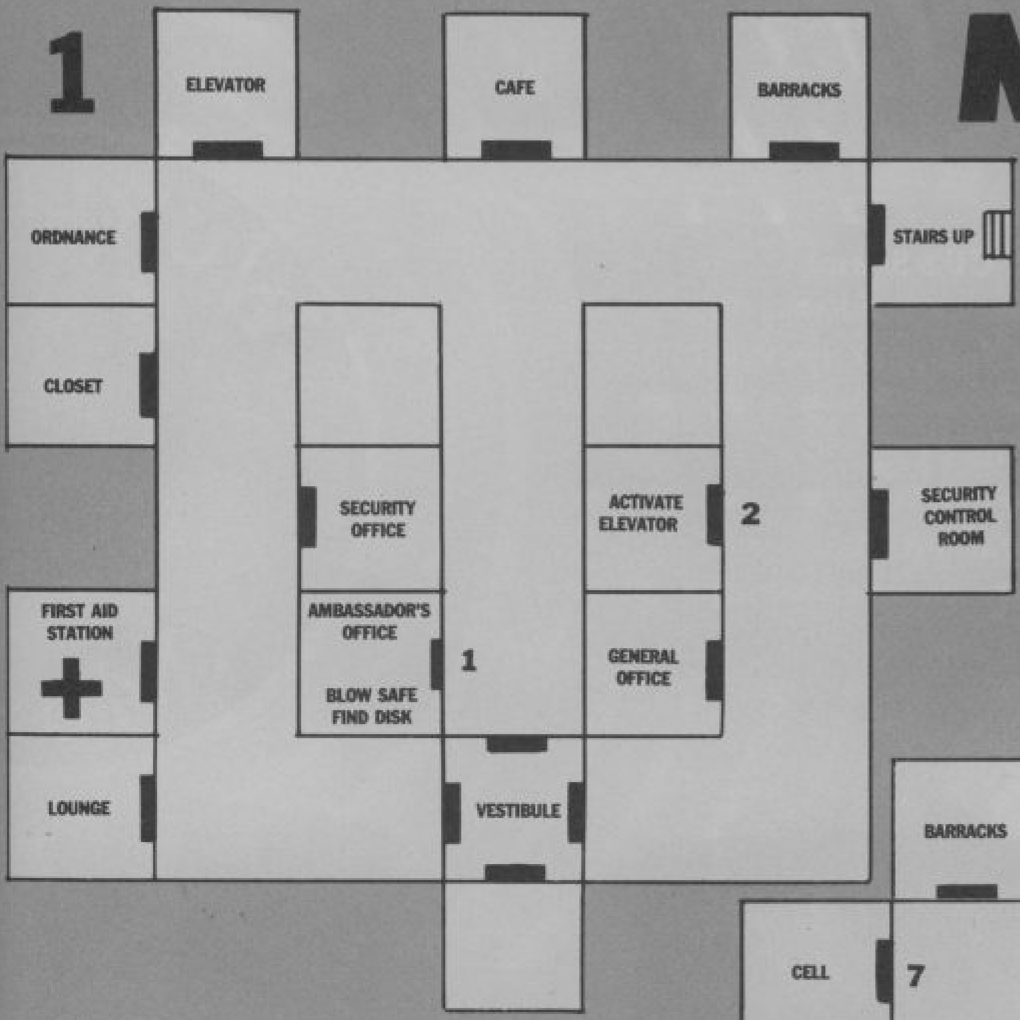
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PLAY TO WIN

MAYDAY SQUAD

1



— You *must* have entered the rooms with a *number*. Otherwise you can't complete the game.

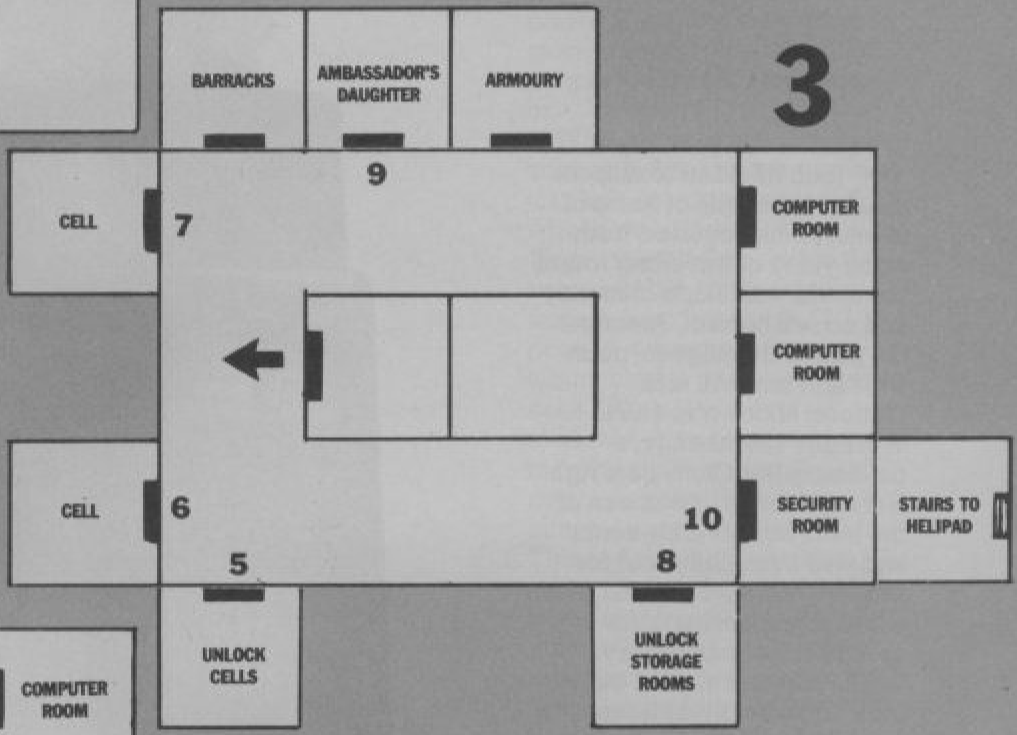
1. Blow the safe. Use goggles to search for the disk. You'll need it later in one of the computer rooms.

2. If you don't activate the elevator it's useless.

General: every time you want to enter a room you must blow away the door with your machine-gun. Later on you can see where you have already been. You just have to see whether the door is damaged.

— Regularly visit one of the First Aid stations. So long as he isn't in enemy hands, the doctor can heal your wounds.

3



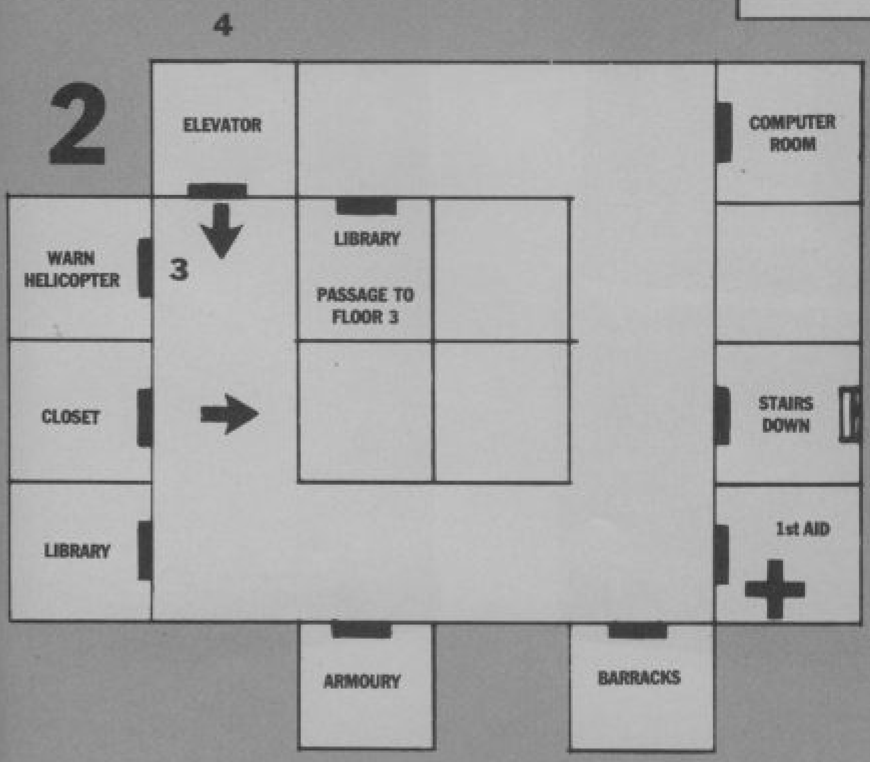
3. Don't forget to warn the helicopter.

4. Search around when you're in the library. There's a secret staircase here.

⬅ = Starting point (depends on whether you used the stairs or the elevator).

5. Unlock the cells.

2



6. Search for prisoners.

7. Search for prisoners.

8. Unlock storage rooms.

9. Get the ambassador's daughter. Don't search, there's a booby trap!!

10. There's a secret passage when you search.

— Don't waste your time and grenades on trying to blow the cell doors or storage doors. Just unlock them with the computer.

— Never search when you are near a prisoner or when you see the ambassador's daughter. They have placed a boobytrap.

MAPS AND TIPS BY JAN VAN MOLL

AMIGA VERSION ONLY

One for th

The jukebox is a hundred years old. CU's Sean Kelly pops twenty pence in the slot and punches the keycode for Happy Birthday with this retrospective of the great musical cathedrals which stand for a bygone era. . .



Earlier this year, Elton John decided to dispose of hundreds of items of memorabilia acquired from many years of travelling round the world with loads of money and no self control. Amongst the plastic flamingoes, neon wigs and ten inch sole platform shoes was a 1940 Wurlitzer 750 jukebox, a collectors item in its own right. Not suprisingly, it was one of the more sought after items, and was eventually sold for sixteen thousand pounds. Not a bad price, perhaps, for a slice of American history.

The jukebox started out looking radically different from its now-classic shape. It was a modernised Edison phonograph, which instead of using a record, had the music recorded on a cylinder; the sound being played through a cone. If you didn't like the one song available, however, you were stuck. Consequently, much time was spent developing newer and better jukeboxes, until in the 1920's, around twelve to sixteen songs were available on each one.

Jukeboxes were to be found in many of the speakeasys across America during the

...he money...



Far left: AMI's Singing Towers; centre, the skyscraper speakers of Rock-Ola's Spectravox and, left, a reproduction Wurlitzer 1015 — the One More Time.

years of prohibition, and the repeal of the anti-drink law proved to be a major boost for the machine, which was by now beginning to resemble the elegant upright cabinets traditionally associated with jukebox design. They were, however, made from wood, and it was not until plastic was more readily available in the mid Thirties that it was — adopted by Wurlitzer and Seeburg, two of the major manufacturers, to enhance the appearance of the jukebox. The simple reasoning behind using brightly lit colourful plastic was that if they were more attractive to look at, people would put more money in.

What is unanimously acknowledged as the zenith of jukebox design was reached with the Wurlitzer 1015 model. This is *the* jukebox, instantly recognisable, and a familiar feature from hundreds of posters, advertisements, album covers and even beer cans. When it was first available, it was backed by a massive publicity campaign portraying the 1015 as an integral part of American life. This had the desired effect, and it came to be regarded as being as American as bubble gum and Coca Cola, and even made an appearence in 'The Wild One', when Marlon Brando kicked it. Ironically, although it is always associated with the Fifties, it was first available in 1946, and was only able to play 78 rpm records.

The 1015 is a classic of 20th century design, it is extremely ornate with clear moulded plastic tubes, back lit by revolving neon lights, which meant that the tubes continually changed colours. There were also tiny tubes, containing a coloured liquid with a low boiling point, which, when heated sent a constant

One for the money

stream of bubbles rising slowly up the tubes. It proved to be so popular that it was to be the early Sixties before it became unfashionable, and fell out of common use. Old machines were sold off incredibly cheaply. Today, a refurbished model in good condition could fetch as much as thirty thousand pounds at auction. Jukeboxes have a devoted following, with some collectors housing six or seven in an ordinary semi-detached home. But what sort of person wants to own a Jukebox — after all they aren't exactly the most effective record players in the world.

"Anybody", says Michael Flynn, who has restored and sold jukeboxes for over a decade. "From people living in council flats right up to pop stars like Jimmy Paige (Led Zeppelin), Paul McCartney and Elton John. It's across the board." Michael, in fact, restored Elton's recently sold jukebox, which needed extensive repairs when he bought it. "The veneer was in a terrible state, all bubbly. That needed real care to put new sections which matched the grain. The fluorescent tubes also needed careful sanding to repair years of scratches. They don't exactly fit into the average home, however, and there are better ways of storing a record, so why would anyone want to own one? Michael answers simply 'To recapture a mis-spent youth!' David Tedder, of Jukebox Services, agrees: "A lot of our older customers have fond memories of their youth, when they could be found in cafes, and even chippies, everywhere." But it's not just ageing lotharios remembering their first fling anymore, as recently younger people have begun to discover the fascination of jukeboxes. Demand for anything with a Fifties feel, from 501's to Brylcreem, has increased the demand. "Younger people are interested because they have seen them on television, in 1950's style advertisements and period television programmes." says David.

The interest in jukeboxes, and the wish to own one, is steadily increasing, and practically anything which plays vinyl, from the elegant 1940's classics, to the ugliest tin and formica 1970's models, are now sought by collectors. . The demand is such that even building replicas of the more collectable models is now big business. Sound Leisure Ltd., of Leeds, is Britain's only manufacturer of replicas based on the classic Wurlitzers, and produces around a hundred hand-built models a year. Wurlitzer also produce the 'One More Time', a replica of the 1015, in Germany. The replicas manage to combine the classic looks of the early models, with all the benefits of modern technology. At the heart of the 'One More Time' is a computer. Unfortunately, if you're thinking about opening your wallet, even a replica model can cost around five thousand pounds. Looks like I'll have to put up with my Amstrad Midi system for a few years longer.



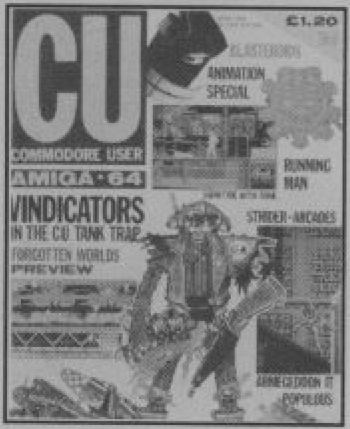
Right: the Rock-Ola 1428, and below, classic kitsch — AMI's Mother of Plastic.

Recommended reading: Christopher Pearce's *Vintage Jukeboxes — The Hall of Fame* by Chartwell Books Inc.

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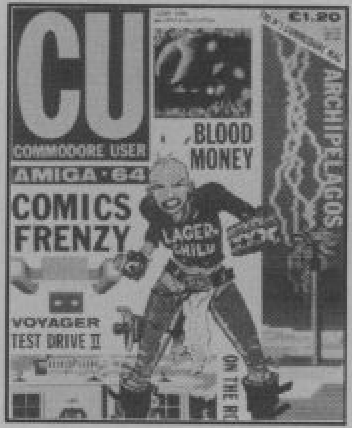
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WHILE STOCKS LAST!



Madmartigan outside the tavern.



Confronted by a huge fire breathing blue warthog. Weird!

Capcom

WIL

I've never seen the George Lucas' film 'Willow'. According to the very plush Capcom taster screens, it's "a magnificent fantasy" filled with, "love, friendship and adventure". Its much vaunted arcade conversion falls a wee bit short on the love and friendship fronts, but there sure is plenty of adventure to make up for it.

The plot puts you in the diminutive elven boots of Willow Ufgood, "a man of peace" according to Capcom, who has been charged with the task of rescuing and protecting the Holy Baby, Elora Danan from the evil Baumorda and her henchpersons (and henchthings).

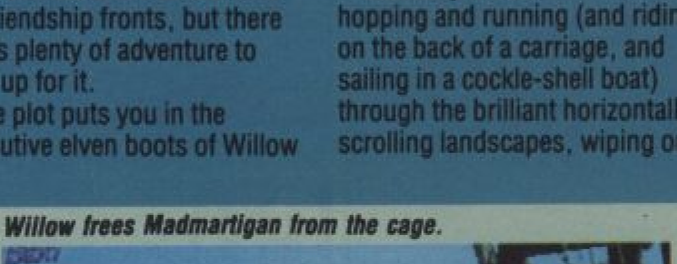
Basically the action involves hopping and running (and riding on the back of a carriage, and sailing in a cockle-shell boat) through the brilliant horizontally-scrolling landscapes, wiping out everything that moves and picking up the gold coins they leave in their wake. You're working against a time limit, quite a tight one too, so don't dawdle. The action is, in fact, very similar to that other recent Capcom beat 'em up fantasy *Ghouls 'n' Ghosts*. And no bad thing that is either.

The warriors range from armour clad minions wielding swords, axes and bows to rock-dropping eagles, mad warthogs and grenade lobbers. There is also a malevolent presence which crops up every so often clad in a purple cloak and with a head closely resembling a horse's skull; you can stave this creature off with your fireballs but it's impossible to defeat.

As well as picking up the gold pieces dropped by the slain foes, you should also hack into the treasure chests which you find dotted about the place, which yield either pots of gold or life enhancing potions.

On each level you'll have at least one opportunity to spend this dosh in a useful way, by freeing the little wizards you encounter along the way. These heavy-browed charmers (they look like a cross between Denis

Willow frees Madmartigan from the cage.



ADES



Willow shoots the waterfall.



Save that baby from Baumorda.

LOW

Healey and Worzel Gummidge) are in fact travelling salesmen who can cash in your gold for extra fighting power, longer, stronger and even extra lives, anti-magic potions, special weapons and, sometimes very usefully, information. Take advantage of goods and knowhow, and spend your hard-earned wisely.

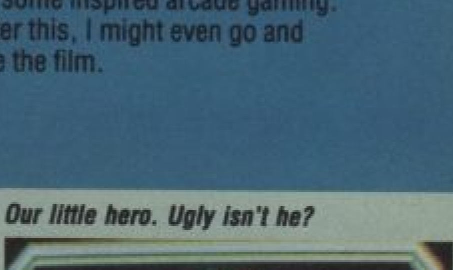
The levels kick off with "Crossroads", where you move through some fairly straightforward countryside towards a showdown with a giant fire-breathing warthog. Defeat this formidable foe and you set free an ally, Madmartigan. This strong and brave swordsman is so grateful to you that he fights through the next level instead, giving Willow a breather and you a chance to try out your swordfighting skills. The first part of "Charlindrea's Forest" in fact takes place in an enemy-ridden tavern, with plenty of jumping up and down from balconies and stairs. Once you negotiate this you jump down into the back of an open carriage, driven by Willow whereupon you are pursued by horsemen, wild pigs and eagles. You'll have to hack, jump and dodge carefully if you're to avoid the twin perils of arrows and falling off the back.

Level three, "Fin Raziel's Island", is where the going gets really tough with lots of accurate jumping and moving needed in addition to Willow's destructive powers. Rope-bridges begin to fall apart as soon as you start crossing them, rocks fall away under your feet, and you're expected to leap around like a mountain goat as well as avoiding the grenades, arrows and axes that come at you thick and fast. Negotiate the coastal area and you find yourself thrown into a tiny boat, bobbing around the stormy ocean, pursued by seabound archers and harassed by flying fish!

Willow really is a masterful piece of work, with all the thrills of *Ghouls 'n' Ghosts* plus a little bit more in the way of plot. Beautiful graphics abound, needless to say, and some special praise is warranted for the superbly atmospheric soundtrack. Rather than just ride on the film's name Capcom really have pulled out the stops to bring us some inspired arcade gaming. After this, I might even go and see the film.

GRAPHICS:	89%
SOUND:	92%
PLAYABILITY:	84%
CONVERTABILITY:	86%
OVERALL:	88%

Our little hero. Ugly isn't he?



Thanks to Electrocoin for pictures.

CU AMIGA - 64

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Umm . . . anyone for beer?

GANG WARS

Well praise be! At last, a beat 'em up with intelligent pick-up controls. Sorry to be always harping on about it, but if there's one thing that really gives your faithful coin-op correspondent the pip, it's a gun/club/chainsaw lying there on the sidewalk of your beat 'em up street which your onscreen hero just can't seem to grab a hold of, no matter how hard he tries. And inevitably if you do eventually manage to pick up the useful object, your aggressors have taken advantage of your fumbling to deck you.

Yes, to Alpha's great credit their newie is literally strewn with useful implements of destruction, all of which are grabbable with a minimum of fuss.

You play either Mike or Jackie (of both, if there are two of you), two courageous young thugs making their way through the seamy side of your typical coin-op city, a scruffy much-graffiti-ed metropolis whose entire population seems to consist of punks, dockers, gunmen and axe murders, all out for your blood.

The punching and kicking controls produce a healthy WHOOMPF of impact, but you tend to have to hit your man at least three times to diss him effectively. Typically, the villains tend to attack you in fours rather than singly, so you have to be reasonably nimble to outwit the felons.

One useful feature that each of our heroes has is a personalised specialist kick/throw which allows you to take out a weakened opponent in double quick time. And then, of course, there are the weapons which the villains routinely carry about with them, and which, as mentioned, you can make great use of yourself if you manage to fell their respective owners. This city, it seems, is over supplied with lengths of exhaust piping, zip guns, knives, baseball bats and axes, and each of these weapons can be obtained from their owners by shrewd application of GBH.

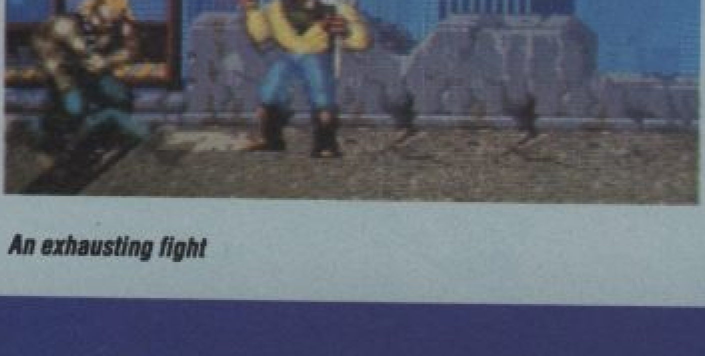
The graphics, while standard enough for this kind of game do feature some nice touches. The skyline that appears when our hero ascends the scaffolding, really is very nice.

Level two is notable for its borrowing of the battle-on-the-roofs-of-moving-vehicles theme from the likes of *Dragon Ninja*, with your onscreen persona having to move perilously from one speeding vehicle to another, occasionally hopping up onto strangely disembodied dangling platforms along the way, and all the while having to deal with gunmen and assorted other nasties.

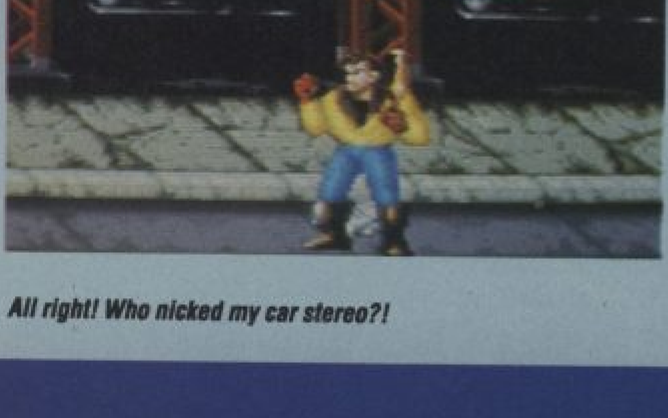
Criticisms? Well, aside from pick-up controls that actually work properly, there's little original or new about *Gang Wars*. And, perhaps more damningly still, I found the going surprisingly easy, with even the burliest of villians succumbing to my pugilistic prowess rather feebly.

Still, it's competent, it's user friendly and it's probably worth a spin.

SOUND:	**74%**
GRAPHICS:	**62%**
PLAYABILITY:	**59%**
CONVERTABILITY:	**79%**
OVERALL:	**68%**



An exhausting fight



All right! Who nicked my car stereo?!



The sharp right-hander — no passing here.

SUPER MO
GRAND PRIX

Arcade Star



ADES



The checkpoint looms.



Through the tunnel.

NACO



There have been so many sit-down driving consoles cluttering up the arcades since *Out Run* first raised the coin-op car race stakes that it takes something pretty special to have Mike 'Lauda' Pattenden frothing at the mouth. So when the Ed (fave wistful saying: "if I hadn't become a journalist I'd have been a formula one driver") started gibbering excitedly about Sega's new drivalong I knew there had to be something a little special about it. And, sure enough, there is.

Super Monaco G.P. is unique for several reasons.

First up is its subject matter. For, where other racing games have contented themselves with imaginary courses, and usually a choice of strict progression *SMGP* limits itself to recreating just one particularly real-life course, round which the entire game is centred, the famous Monaco Grand Prix which sends the contestants careering around the narrow winding course in the centre of this millionaires' playground of a city.

Secondly, it is beyond doubt the most realistic driving game I've ever played. Now, I've never sat behind the wheel of a formula one race car at full throttle, but judging by the way my shoulders and arms ached after a couple of minutes in the hydraulically-controlled seat, Sega have managed to capture the knife-edge, sweat-soaked, nervous tension which the real thing must surely evoke. The track seems terribly narrow, constantly twists and bends, the speed is awesome, the controls are frighteningly responsive, and the picturesque scenery — based so faithfully on the real thing that a casual observer thought at a glance that it was digitised — spins past in a blur.

And, perhaps most importantly for the impoverished amateur looking for a few quiet minutes of entertainment for his hard-earned quid, being as realistic as it is *SMGP* is also tremendously tough going.

Once you've been welcomed to the course by a digitised bikini-clad beauty, you are asked to choose between three different control systems: automatic, four-gear and, for true F-1 fans, seven gear. 'Used for practise' is how the onscreen descriptions witheringly describe option number one, but frankly unless you really feel confident about your driving, you should plump for automatic, at least for starters. Gear changing, incidentally, is carried out by use of an ingenious plate behind the steering wheel which allows you to flick up or down with your fingertips without taking your hands off the wheel.

This choice having been made, you've got to take a truncated practise lap against the clock. Run out of time and it's 'Game Over' before you've even begun. Your starting position in the real race is determined by your time in this lap so don't slack.

The race proper is three laps of the famous course. You'll be given a position limit at the starting line — fall below it at any point during the race and you're immediately out. The same goes for a really serious smash. All of which is more realistic than the average, but obviously makes your ultimate survival a lot tougher.

In order to qualify for the next race you've got to wind up in the top three of the first one. This is, not to put too fine a point on it, exceptionally hard to do. The key to success is (a) to put on a good spurt in the practise lap so that you start off the race proper in the first ten or so, and (b) to overtake as many cars as you can right at the start. Just like in the real thing, once the cars spread out, it's tremendously difficult to make your way up through the field.

Overtaking is predictably tough — nobody's hanging about, and if you have a minor prang, you'll be immediately depressed at how easily you're passed by the field.

But despite all this hardship, sweat and tears — or perhaps even because of it — *Super Monaco Grand Prix* is an unforgetable drive. With the brilliant graphics enhanced by an enormous monitor screen, the seat hydraulics flinging you about the console in reponse to your slightest hand movement, and the cars, yachts, tunnels, mansions and crowds spinning dizzily past, this superb race sim brings out the Walter Mitty in even the most mild mannered armchair pedestrian.

Not cheap, not easy, but an essential coin-op experience.

SOUND:	**82%**
GRAPHICS:	**91%**
PLAYABILITY:	**94%**
CONVERTABILITY:	**62%**
OVERALL:	**91%**

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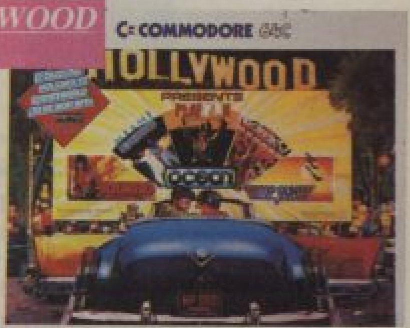
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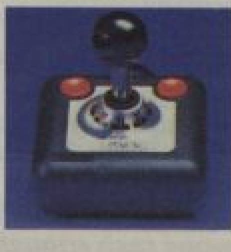
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tommy's TIPS

Same thing

I own a CBM 64 but I am thinking of changing it to CMB 64C.

Do you think its worth me changing as I can not make up my mind. Is the CMB 64C better than the old CBM 64.

Would I be able to use my games and disk drive on the CBM 64C?

Why do discs cost more to buy than tapes. They both do the same thing?

Anthony Ayre,
Birmingham.

I seem to be getting a number of queries about swopping a C64 for a C64C and the simple answer is that they are the same machine! It would be a complete waste of money to buy a new C64C unless your old machine had really kicked the bucket, but if you prefer the style of the new machine then there is a much cheaper alternative. Evesham Micros do a replacement casing for the old C64 which makes is it look every bit as good as the new model. Costing only £19.95, this is a good deal cheaper than a new computer and means that you retain the original keyboard (some people prefer the old keyboard to the new lighter one anyway). Evesham can be contacted on 0386 765500.

As for disks costing more than tapes, the manufacturing process for disks is considerably different to tapes and the volumes are different too. They might appear to do the same thing in outline, but the disk allows much more sophisticated programming. As for the price of the same program being different again it is volume sales that dictate the costs; there are still far more people with cassettes on the 64 than have disk drives, so sales of tape versions are far in excess of disk versions. And if I am now going to get a spate of letters asking why Amiga program disks cost £25 while C64 disks only cost £10 — because it takes twice as long to program the Amiga, that's why!

Compatible

It would be greatly appreciated if you could advise me on the following problem.

I possess a Commodore 64 computer and a Silver Reed EX43N typewriter which is computer compatible.

My problem is: how do I connect the two in order that the typewriter can be used as a printer?

Mr Blackman
Detmold,
Germany.

When manufacturers say that a typewriter is 'computer compatible' I always groan, because I am all too aware of the problems likely to face anyone rash enough to actually want to connect it to a computer! The first thing you have to do, assuming you haven't done it already, is to purchase the relevant interface unit for the typewriter itself. This will cost about £50, plus fitting charge, and I would recommend you get it done by a qualified typewriter agent so you can take it back when it doesn't work. If that proves to be a problem in Germany then you may have to order the part and fit it yourself!!!.

Some typewriters only have a serial interface available, while others have a choice of parallel (centronics) or RS232 serial. If I tell you that the Commodore 64 has neither of these, you will begin to see that life is not really out to help you any. If you get a serial interface then you will need a proper serial box which fits onto the user-port of the 64 (the serial lines are on the user port, but at the wrong voltage levels!). These cost about £20 and can be otbained from STACK COMPUTER PRODUCTS (tel: 051-521 2202). Alternatively, if you get a parallel interface you will need a CBM Serial IEEE to centronics interface (which doesn't need to handle the CBM graphics characters, so you can go for the cheapest one). This costs about £35. Since you won't get a lead with the typewriter interface you will need to purchase one if it is a serial interface; you will get sufficient leads with the CBM-parallel interface unit.

When you have got everything fitted and connected up, you will be able to get most standard text out of the printer, but there are still snags. Not all programs permit the use of the serial port for output and even those that will don't always carry out the CBM to ASCII conversion that is needed to get the character set (upper and lower case letters) the right way round. So, before even contemplating going any further, ask yourself the following questions: 1) Is your software (WP program?) capable of sending output to the serial port in the correct format? If not then forget serial mode.

2) If a centronics interface unit is available, add together the cost of the interface, fitting, and the CBM-Centronics converter and see if it still looks economic. If it is, go for that solution.

Ouput Control

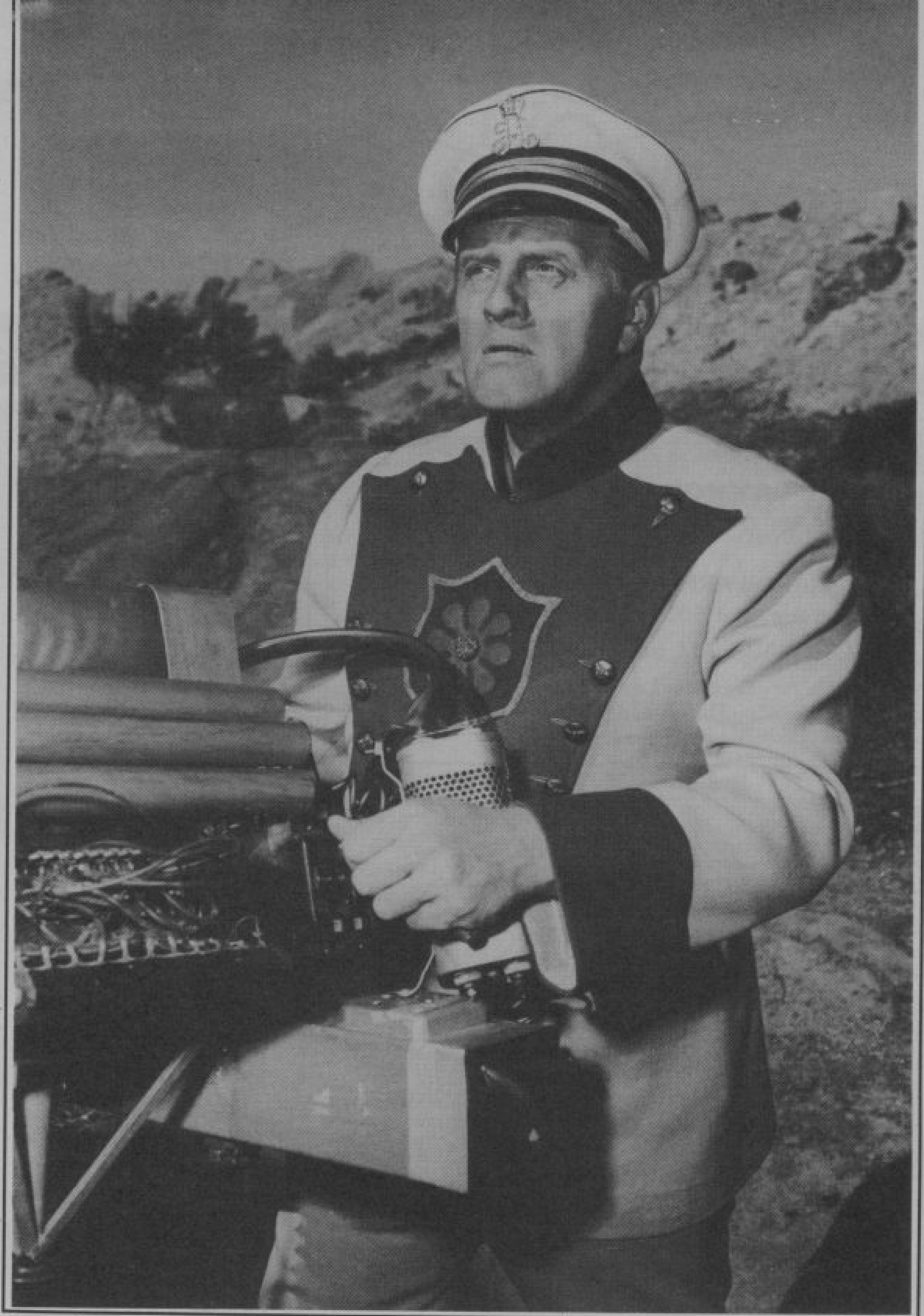
I wish to use my Commodore 64 to switch an array of ten LED's (or small piezzo electric vibrators) such that any one of the ten outputs can be switched under program control. I would be grateful if you would advise me if this is possible and if so what circuitry would be required.

R. Ball,
Glasgow.

There is an easy way and a difficult way to do this. Firstly, there are only 8 data lines from the user-port and so could drive 8 LEDs quite easily, through a series resistor directly from the 5v sources on each of these lines (see Diagram 1, below right). However, if you have to drive 10 LEDs then you must take the circuit a little more complicated.

You can obtain an Integrated Circuit (IC) chip that will convert BCD values into a decimal driver for LEDs etc (see Diagram 2) which means that you can now select one of 10 lamps (or up to 15 if you wish, remembering to leave 0000 as the ALL OFF condition) by using only 4 output lines from the user-port. The latter circuit can be adapted by using two 8-line Darlington Driver chips to drive any type of device up to 50v (see Diagram 3). Note that the output port of the 64 is limited to 50v (see Diagram 3.) Note that the output port of the 64 is limited to 50mA in total, so while you can drive single LEDs, for any more powerful devices you MUST use the Darlington Drivers which also act as buffers to avoid damaging the output chips in the 64.

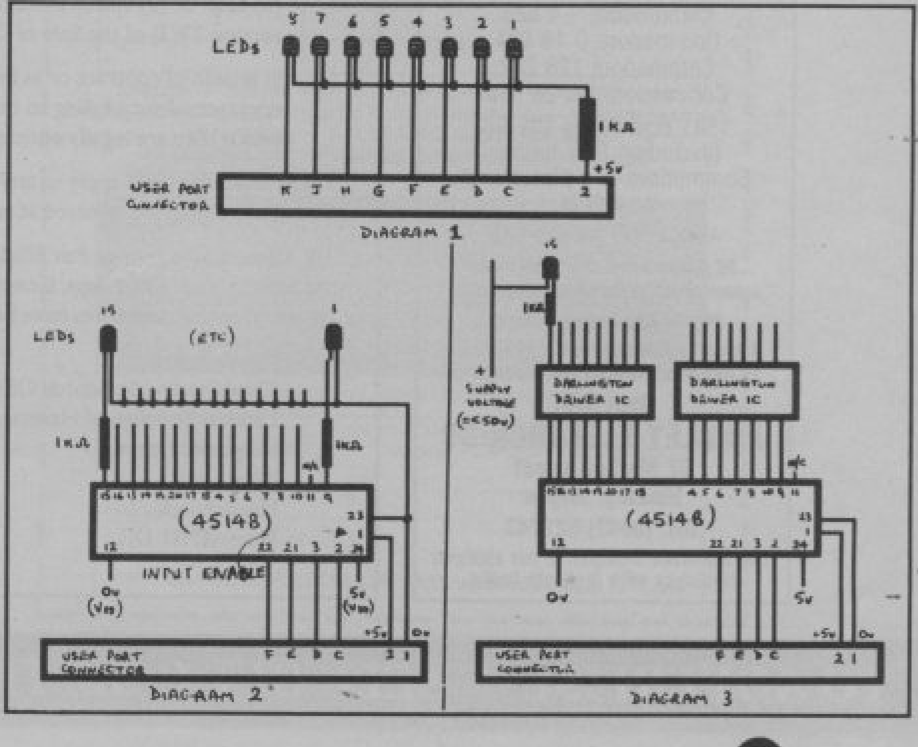
To actually set the user-port data lines you must use two registers; the Data Direction Register (DDR) at address 56579 and the I/O port register itself (address 56577). To set a data line for



Tommy, in chauffeur's garb, strips down the carb of the getaway car. He's a gentleman's gent is Tommy.

output you must set the corresponding DDR bit to 1. So, to set the first 4 lines to outputs you use POKE 56579,15, while to set all 8 lines for output POKE 56579,255. To set a data line on or off, you must set the corresponding bit in the I/O register to either 0 or 1. Note that Diagram 1 has the data lines acting as 'sinks' rather than 'drivers' as this makes them more efficient, but it does mean that you have to set the I/O port to 255 to turn all the LEDs off and then each 'bit' is set to 0 in order to turn the LED ON. If you are using the 4-16 line interface chip then all you need is POKE the value of the LED you wish to light, eg POKE 56577,6, the one limitation being that the 4-16 decoder will only allow one LED to be lit at a time.

If you want to have each LED controlled independently of the others you will have to include suitable latch chips and a clock line. You will also have to control the output enable line (pin 23) which in Diag 2 is held low (Ov). I don't have room to give you a full program for operating such a system, but I'm sure you will have far more fun experimenting now you have the basic facts. Note that the 4-16 line decoder has an input enable pin; this is shown set permanently high (+5v) in Diag 2, but can be controlled from the computer if desired. Connect this pin to another data line and when the line is set low (OV) then no amount of changes to the first four data lines will affect the output.



Second-hand

● I have owned an Amiga 500 for over a year now and I have written programs which would be suitable to be printed out. I would like to buy a printer — could I buy a second-hand MPS 801 and use this?? If not could you recommend a good quality mono-chrome printer — under £200 I would be very grateful if you could help me out.
Don Shide,
Christchurch,
Dorset.

I'm afraid the MPS 801 cannot be used with the Amiga 500 on its own, unlike the MPS 803 for which special cables are available. If all you need is a dot-matrix printer for program listings then the Citizen 120D is a vary good buy just now, available from around £125 (incl VAT). The quality is adequate rather than good, but it has Epson emulation and works quite happily with the A500, and is one of very few printers that fall well within the sub-£200 price bracket. Since you have to buy a cable and paper to go with it, and possibly a printer stand, the total bill would still only come to about £160.

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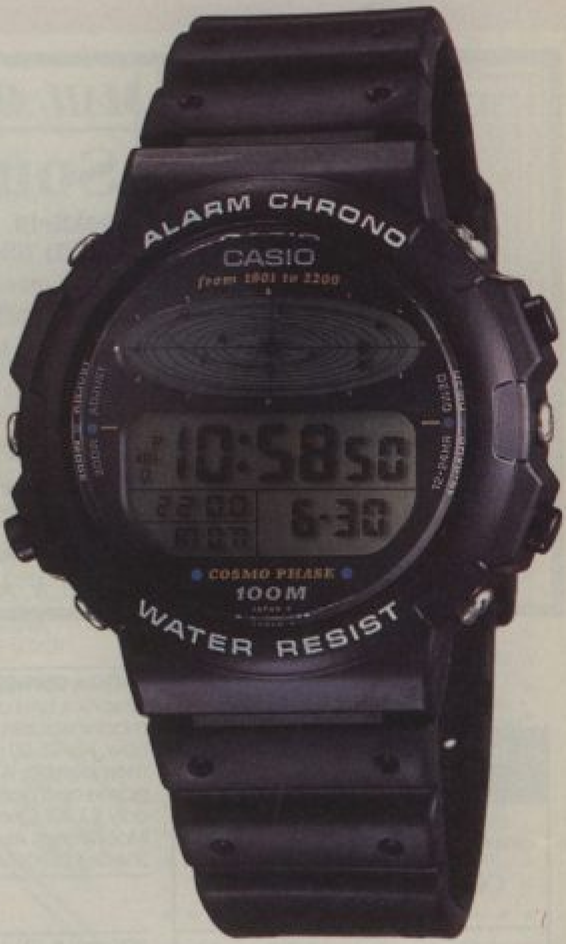
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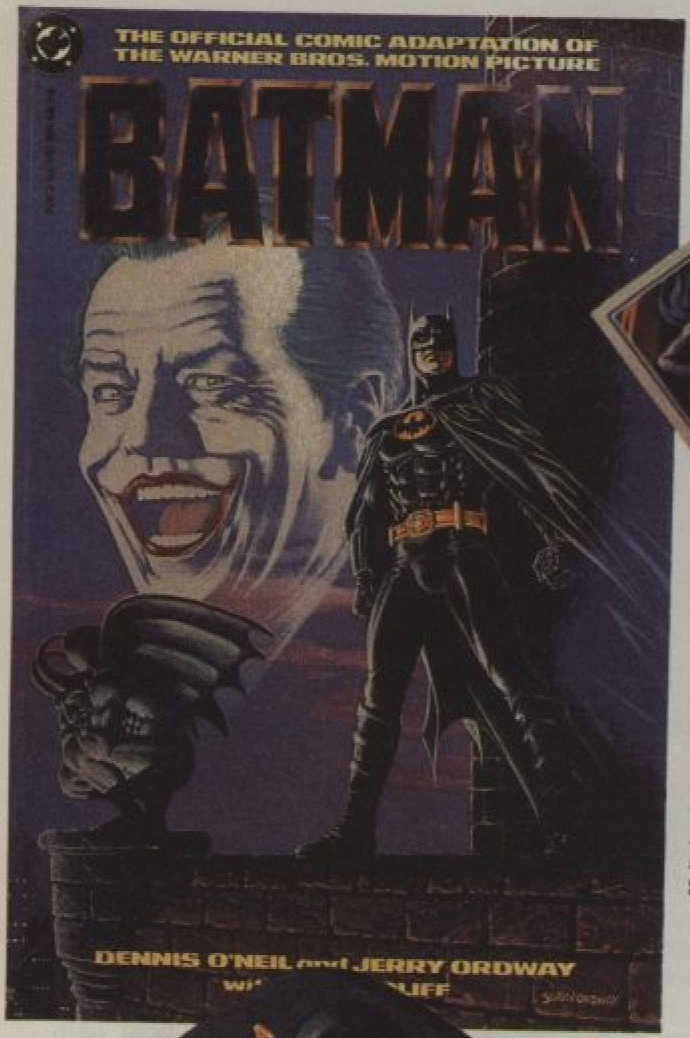


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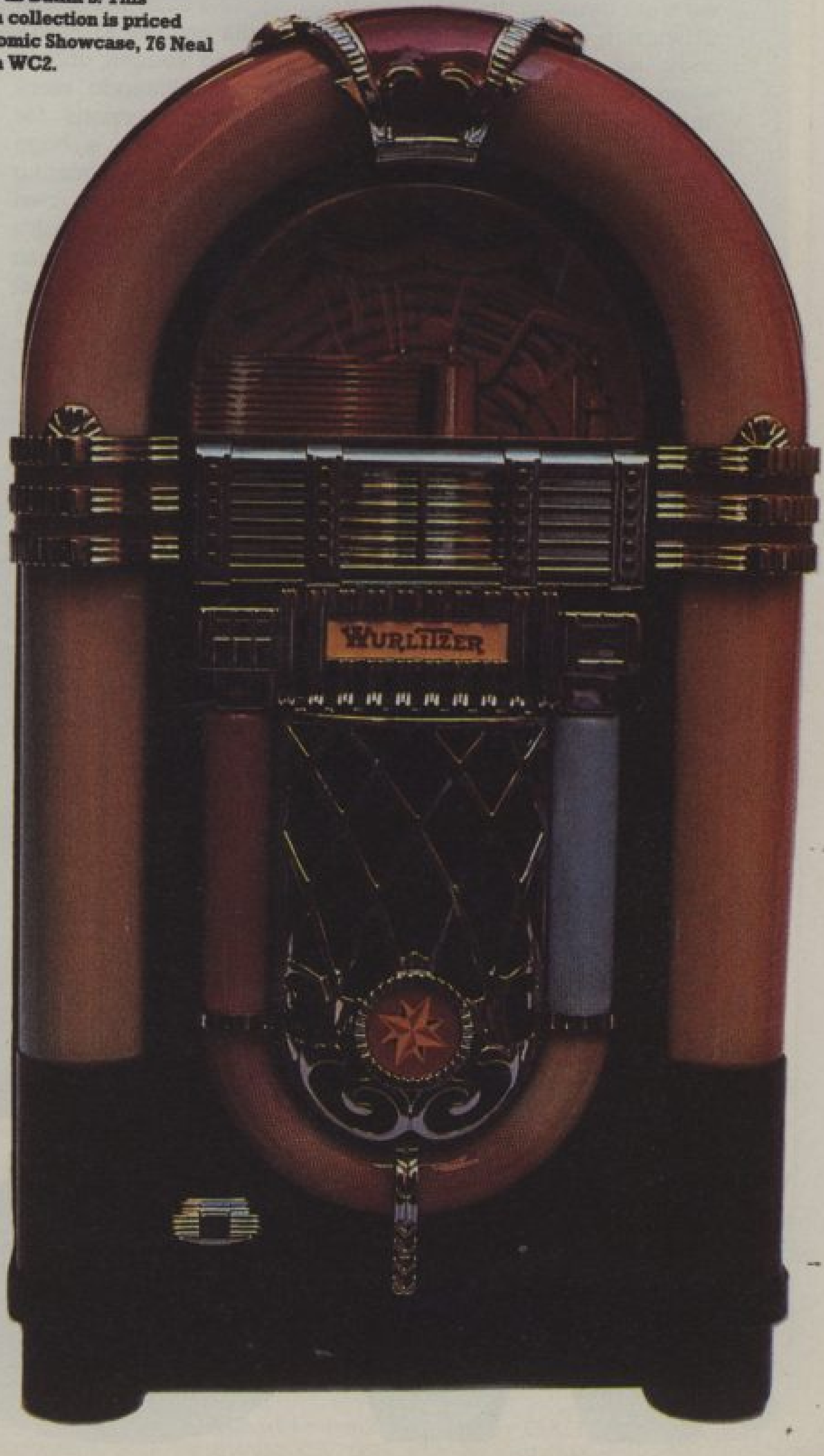


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THE LAST WORD



And now for something completely different. Well no, not really, there's nothing very different about a Monty Python game, but expect one from Virgin anyway.

What happened? One minute we were out sunbathing in the CU garden, the next the issue's come out with a results page where we should be! That's a dirty editor's trick, he should have come and woken us up! What's been going on since we last met? The CES Show, the launch of a thousand film licences, softco bashes, we don't know where to start really. Still let's try this one . . .

● Most of the UK's software house bosses were to be found ligging around Chicago for this year's show. Judging from its dominance it should be renamed the **Nintendo** show. With over ten million units sold everyone in the UK was over there trying to persuade the Japanese company that their games should be available for the rather average console. Stephen Hall of Grandslam, was so keen to sell his wares that he kept a plane full of dissatisfied softcos waiting a further half an hour after it had been delayed from taking off by a mere four hours . . .

● One company not so interested in dealing with Nintendo are **Mirrorsoft**. An almighty corporate battle had developed between them and Nintendo. The cause of much injunction flinging and writ writing is that harmless little brain teaser *Tetris*. Mirrorsoft licensed the product to Atari's software wing Tengen, only to find out that Nintendo were also producing versions for their machines. Cue a huge row, with both sides claiming they own the rights and Atari weighing in on Mirrorsoft's side. Mirrorsoft say they can licence it to anyone they feel like, Nintendo say that they bought the rights direct from Russia where the game was programmed. This one could run for some time . . .

● Meanwhile *Falcon* mania is spreading with the release of the new mission disk of the machine. At the Paris Air Show **General Dynamics**, makers of the F-16 entertained the Press and assorted VIPs as usual with a huge hospitality suite and copious amounts of food and drink. When everyone left they received a gift in the form of a copy of the game . . .

● It's tough at the top. Sales of software are so bad currently that Ocean boss **David Ward** is having to go halves on a yacht with US Gold supremo **Ann Brown**. Wardie has just purchased a bijou residence in Majorca whilst Ann has bought a new house with a lawn so big she has to use one of those sit down mowers to cut the grass — or the gardener does anyway . . .

● **Microprose**, those trusty friends of the earth, are so committed to protecting the environment that they've had all their company cars converted to run on unleaded fuel. What about Bill Steeley's Cessna? The reborn software house has announced that they'll be holding the launch of their *Greenpeace* game on **Rainbow Warrior**. Amazed journos packing their scuba gear and preparing to visit the sunken wreck in New Zealand can relax, it's the new boat Rainbow Warrior II due to be launched in August.

● Thanks are due to US Gold for entertaining us all, first at the premiere of 'Indiana Jones And The Last Crusade' and secondly to a launch party at Stringfellow's. Assorted software industry types mingled at the poseurs' paradise together with jackbooted nazis who turned out to be none other than the Ocean crew of Patterson and Stokes. **Gary Bracey** turned the kind offer of the Third Reich's uniform down, pointing out as politely as he can to USG's Danielle Wood that he's Jewish. Dress too, proved to be a problem for representatives of **Future Publishing** (Amiga Format, ST Format, New Computer Express). The company organized a coach from the company's offices in Bath for thirty of them only to have twenty seven turned away when they arrived for being too scruffy. Maybe they should pay 'em more . . .